

# ATARI

ISSN 1461-9539

## COMPUTING

Issue 12 • February 1999

£3.60

### Hardware

Centurbo II  
Jam PRO/FAD

### Features

Virtual Reality  
ACC 98 Report  
Digital Cameras

### Music

EasyBeat  
Steinberg Pro 24 III  
Digital Home Studio

### Software

NVQ15  
CD Writer  
ObjectGEN  
for HTML Editor

Plus: ExtendedOS Gold, CD/DAT clock, RSCView, Finder, ShowScript, HTML-Draw

# Veloce+

STe system  
upgrade from  
T.U.S. Developments



Bring your STe  
up-to-date with  
Veloce+ from T.U.S.  
Developments,  
processor upgrade to  
68020 32 Bit at 16Mhz,

additional 1 or 4Mb FastRAM and TOS 2.06  
all on board. Load HYDII into 32 Bit  
FastRAM for lightning screen updates, along  
with the program disk to leave 4Mb STe  
Ram free for data.

Compatible with most high end STe software  
packages such as CUBASE v3 and Score,  
Notator Logic, Papyrus, Calamus,  
Timeworks and many many more. Please call  
or visit our website for further information.

Available for DIY installation (soldering  
required) with full manuals or fitted by  
THE UPGRADE SHOP.

- ✓ 68020 Processor running at 16Mhz
- ✓ 1, 2 or 4Mb FastRAM
- ✓ TOS 2.06 on board
- ✓ FastRAM and TOS full 32 Bit  
zero wait state
- ✓ Switchable between existing 68010 and  
68020 for maximum compatibility
- ✓ Compatible with IDEal  
Hard Drive Interface
- ✓ Fits into a standard STe case

Veloce+	(1Mb FastRAM)	£ 99.00
Veloce+2	(2Mb FastRAM)	£149.00
Veloce+4	(4Mb FastRAM)	£189.00

## IDEal

The IDEal hard drive system from T.U.S.  
Developments uses the latest 3.5" IDE hard  
drives found in computers such as the  
Falcon and PC Notebooks.

The entire hard drive fits inside the  
standard STe case and is extremely quiet in  
operation. All kits are complete with fitting  
instructions, cables and software.

IDEal Interface only	£ 59.00
IDEal Interface and 170Mb Drive	£109.00
IDEal Interface and 340Mb Drive	£139.00

Other sizes available - please call

T.U.S. Developments  
01625 503448

<http://www.tusdev.demon.co.uk>  
Email: [dave@tusdev.demon.co.uk](mailto:dave@tusdev.demon.co.uk)

- ✓ Fully Atari compatible design
- ✓ "New" 2 drive systems - please call
- ✓ Works alongside SCSI-based systems
- ✓ Complete with formatting/partitioning  
software
- ✓ Very quiet in operation

### Veloce+ & IDEal Drives

Veloce+2 c/w IDEal 170	£249.00	Veloce+4 c/w IDEal 170	£289.00
Veloce+2 c/w IDEal 340	£279.00	Veloce+4 c/w IDEal 340	£319.00

Other options available

## CHEETAH EXTERNAL HARD DRIVES

The Cheetah external hard drive from T.U.S. Development brings affordability and style to any Atari system.

- Complete with Host Adapter and cable
- Formatting and partitioning software included
- Small case dimensions
- Built in power supply and cooling fan
- Dual SCSI external controllers for daisy-chain by serial-link bus
- Chameleon

A fully featured system that can be used on more than Atari computers. All options are supplied pre-formatted and partitioned ready for immediate use.

140Ms	£149.00
280Ms	£179.00
560Ms	£229.00

## HI RESOLUTION 14" MONO MONITORS

Improve your play by with T.U.S. 14" mono monitor for the Atari ST series. High resolution screen, dual for Cobase, Winmap and many other programs. All monitors include appropriate connecting leads and a 90 and control stand.

Without stand	£149.00
With stand	£199.00
(Prices are Stp)	

## ATARI MEMORY

<b>ST/Plus/SE</b>	
1/3 meg	£19.00
2 meg	£29.00
4 meg	£49.00
<b>STFM/HiRange</b>	
1/3 meg	£34.00
2 meg	£59.00
4 meg	£79.00

All kits are supplied with comprehensive fitting instructions, testing software and a free trial of useful PC/Shareware utilities.

## TOS 2.06

- Enhanced operating system from Atari
- Improved desktop
- Full keyboard control of windows
- Place programs on desktop for easy launching
- Assign function keys to launch programs
- Swiches give access to old TOS options for complete compatibility
- All kits supplied with full fitting/instr. manuals and TOS manual
- STe Version 2 kit
- (TOS 1.4/3.0 kit supplied) Simple solderless installation
- STX/STFM floppies

£47.99

£59.99

## HIGH DENSITY DRIVES

- Easy exchange of data with other platforms.
- True ST reads and writes high-density (1.44Mb) disks
- Fully automatic switching controlled by type of disk placed in the drive
- Compatible with software drives and high density formatting software

High Density Floppy	£29.00
High Density Floppy and 12MB disc drive	£99.00
Note: TOS 2.04 drive required for high density support	

## TOS 2.06 & HIGH DENSITY DRIVE PACKAGE

STe TOS 2.06 with HD Drive & Controller	£99.00
STFM TOS 2.06 with HD Drive & Controller	£209.00

## MODEMS

Do you want to send emails, be news that would make news and give in the online revolution, with your Atari? Using one of our modems and suitable software you can do just that.

T.U.S. 25,4400 Bytes, Data Fax Modem	£29.00
T.U.S. 27,4400 Bytes, Data Fax Modem	£74.00

MAST supplied with CD marking, complete with cables and software for Bulletin Board access.

## SERIAL PORT UPGRADE

Use a fast modem with any ST machine by installing a T.U.S. ST 1600 baud serialport upgrade kit.

STX fitting with full instructions	£59.99
If supplied with any of above modems	£19.00

## REPAIRS AND FITTING SERVICE

Fully trained engineers for a reliable repair. All jobs quoted for individually (no fixed price) 48 hour turnaround on most machines. Long 4 months warranty as standard. Cleanest collection and return available for £14.00.

We can fit any of the advertised products to your machine for a one off fitting charge of £15.00. The more than 6 jobs require an upgrade and a high-density drive fitted then a charge is only £15.00.

Please telephone for an appointment before bringing your machine or call 1 (ourer) collection is required. Please ensure all periods collected are adequately packaged.

### Replacement internal drive kit

For any ST with internal drive. High quality mechanism with stand off for any ST's if required. 12MB or 12MB drive supplied. £29.00

### Power Supplies

Repaired and supplied (ask for availability)

# ★ Veloce Falcon? ★

Call for details

## The Upgrade Shop

37 Crossall Street, Macclesfield, Cheshire, SK11 6QF

Telephone 01625 503448

Monday - Friday 9:00AM - 6:00PM Saturday 9:00AM - 12:30PM

ACCESS DELTA MASTERCARD VISA SWITCH

### Delivery Charges

Small items under £40.00 please add £3.00 P&P  
Large items and orders over £40.00 please add £7.00 courier charge.  
Cheques & cash for upgrades and repairs £3.00

All prices include VAT @ 17.5% but exclude delivery unless otherwise stated. Please visit our website: [www.veloce.co.uk](http://www.veloce.co.uk) or you can be phoned by telephone during office hours or by Mail Order. Please make cheques and postal orders payable to The Upgrade Shop.

1 year warranty on all products (unless otherwise stated). 4 months on repairs. Prices subject to change without notice. ©2000





# News...



## Networking for all?

SmartNet<sup>®</sup>, produced by Adyton Systems in Germany, offers a new way to network computers without requiring a network card. SmartNet<sup>®</sup> works via the parallel port. Adyton claims a maximum transfer rate of 396-kbit/second which is faster than many network cards can achieve and many times faster than other serial/parallel device connections.

SmartNet<sup>®</sup> was designed for PC laptop users wanting to exchange files with a workstation and includes a drive metre cable, user manual, MODS driver for Windows 3.11/MS-DOS but no copy of the software. TCM/TP drivers available for the Atari platform.

Because SmartNet<sup>®</sup> is a complete network solution it offers much more than simple data transfer. Using SmartNet<sup>®</sup> Atari users can access the resources of PC, use to hard disk, printers, modems and other networks.

The price for SmartNet<sup>®</sup>, see cable, MODS driver for Windows, driver for Atari and AMICA, manual and cover case: 134 DM (around 64£), additional cables cost: 144 DM (around 68£).

Adyton Systems GmbH, Reichenbachstrasse 35, 69069 Bremen, Germany  
Tel: +49 431 402076  
Fax: +49 431 402017  
<http://www.adyton.com>

## Pagestream 2.2

SoftLogic have released a revised third version (2.2SC) with a completely new 100 page manual. It is the complete version of the package at the new price of \$249 (around £12) plus \$10 (around £6) delivery to Europe.

SoftLogic  
115 Hunter Ridge Drive, Northvale NJ  
07647 USA  
Tel: 201 838 1111  
Fax: 201 821 2022  
Email: [sales@softlogic.com](mailto:sales@softlogic.com)  
<http://www.softlogic.com>

## Diamond bounces Back!

Michael White has acquired the rights to Diamond Back and recently announced there will be a new version after he is familiarised himself with the source code. His ideas were announced but the features planned include:

- Support of Plus and VMEc file systems
  - Reconstructing the tape backup to make it more robust (I've lost too many big files and I)
  - Support of Tar format tapes
  - (Play) CD ROM support
- The look and feel will remain the same except as needed to expand functionality or to bugs and Michael has asked for feedback from current Diamond Back users/importing.
- Any bugs you've seen (please include your system info)
  - Any new features you think he needs!

And yes, I do plan on keeping it a commercial product.

Michael is also the new owner of Diamond Edge but decided it would be prudent to have a way to restore a file system before starting experimenting with updating and repairing. It is this I expect is now released for a while yet! If there is sufficient interest, Michael may consider re-releasing the current version but cannot offer proper support.  
Email: [michael@diamond.net](mailto:michael@diamond.net)

## Journal Update

One year down...

Le Tour du Monde publisher of the ST magazine, (the last remaining French Atari computer magazine) closed last year. As their last report ACC magazine produced by the Association Française has just published its first issue. It's a 40 page A4 black and white magazine. A copy of the fourth issue costs \$8 FF (around £2) with a six issue subscription costing 45 FF. Association members get a discount, have 1 cover:

- News
- Materials & Hardware
- ST emulators on PCs
- Data compression
- CD/PlayStation/Amiga
- VGA monitor for ST
- Programming: 8 discs of the TT 20 in GEM, environments under GEM

DropIDrop: Hides triple carriage port.  
• Canada game news (jyn@sigur)  
For more details contact  
Email: [arc@earthlink.net](mailto:arc@earthlink.net)  
<http://www.earthlink.net/~arcpost/>

## BIT BOPPER 1 & Video Synthesizer for Falcon



From the web page "Buddy a software expert in graphics for music and dance and BIT BOPPER delivers high energy graphics and text that turn any video display into a kaleidoscope of more sophisticated living colour - the most eye-catching interactive advertising medium ever devised." There is plenty more to go where they come from including a 1-year license fee and custom front customer QWERTY University Assistant, Palo Alto, California 94301 USA. Email: [buddy@earthlink.com](mailto:buddy@earthlink.com)  
<http://www.earthlink.com/~b14/b12/>

## Floppypshop bow out



Buddy we have to report Floppypshop, one of the longest established UK PC/software stores and Atari supporting dealers have now closed. Here is a few snippets from their press release:

"It is with deep regret we announce the closure of Floppypshop on 10th January 1998. Despite tremendous support from a small number of our customer base, it became apparent that we simply lacked enough active customers for us to continue providing a service as we feel towards the customers. It was not out

intention to remain without trace and we would like to thank both our customers and friends (many of you fall into both categories) for their support over the years. We have passed messages paying tribute to those who continue to fly the flag and we set out our thoughts for the long term future (and there is a definite future) of the Atari community along with messages to our customers on our web pages. Goodbye and good luck for the future.

Steve Delaney and Irene Lamb  
Tel: 01294 312054  
Email: [Roggep@plybinder.org](mailto:Roggep@plybinder.org)  
<http://www.roggep@plybinder.org>

## Falcon's Nest bows in

Roggeplog has sold their Public Domain Library (but not their commercial products or CDs) to Andrew Floweridge who continued trading on the February 1999. Customers can order using the original Roggeplog catalogue numbers and Andrew sends concerning sending out regular printed updates. Despite the trading name Falcon's Nest exists for all Atari users.

Falcon's Nest, 884 Road, Raleigh, Raleigh, North Carolina, NC 27601  
England Tel: 01946 802882

## Internet Guide 2nd Edition

Ray Golding, *USER'S GUIDE TO THE INTERNET FOR ATARI* publication which was last published in 1995 in ASCII has now been revised and expanded and released as Edition 2. The guide features set up details on most of the currently available internet applications such as Call vLX, MPWise vLX, Webpage Infer, POPWatch and vLX's and utilises used by Atari users along with much background details the world of internet. There's a large glossary and also sections on most of the things you can do using a modem and an Atari such as FTP, IRC, Trinet and straightforward emailing and web surfing.

One important improvement is that the guide is now laser printed, but it retains the classic looking method ideal for this type of publication.

The guide costs £1.75 including UK postage. You can also buy the guide with a set of disks which allow you to get a basic internet setup up and running for £12.99 including UK postage. (More details can be obtained from)

Ray Golding, 31 Wychford Farm Road,  
Ashted, Reas, TN23 5RA, England  
Tel/Fax: 01233 423171  
Email: [rgolding@plybinder.org](mailto:rgolding@plybinder.org)

More news on page 8...

# 1998 Atari Times Awards

Following on from last year's inaugural awards here are the winners of the 1998 Atari Times Awards. Congratulations to ST+Format who topped Atari Computing for the best paper based magazine by a single vote. Thanks to all our readers that took the time to register their support for their favourite magazine.

### Best Programmer of 1998

**Alexander Clemen**  
Other Nominations: Anthony Jacques, Garry McAllen, Dennis Douglas Little, Clad Peabody, Clemens Lyns, Oliver Salme, Rainer Harnapp, Ted de Avars, Thomas Herdt, Tim Hoon, Tony Greenwood, Uwe Seibert

### Best Commercial release of 1998

**CDL**  
Other Nominations: HD-Driver, Homepage, Fergus Pro, ImageScope 4, James HagC, HNTM, NWG, Oceanium, Paynes Smart Substation

### Best Shareware release of 1998

**Theng**  
Other Nominations: APlayer, Currency Converter, Ewenty, Freedom Infer, Joe HEP, Ladder, Location, Limerick, Lottery, Computer 1, H, Paper, Protection, The Racing, ST Bridge

### Best PC/Shareware release of 1998

**APlayer**  
Other Nominations: Applix, Diamond Ice, Disk Mag, Compression, RL, Freedom, FreshPRINT 1.0, H, Limerick, Logitech, Playmate, Hammer, Playmate, POPGuns, QSD, Software, TTF, GDS

### Best game of 1998

**Crown of Creation**  
Other Nominations: Bombman, Bubble Solids, Crackdown, K, Hammer, Playmate, Patcher 2, The Running, Substation, Swap TV, Treasure Island, Drop, Vroom

### Best hardware add-on of 1998

**Hameln**  
Other Nominations: Afterburner, Canibus II, EE Hyper, HS, Palms, SAM Board, Milan, Hammer, Sea Walk, DSP Card, Video + Zip Drive

Best Atari supporting company of 1998: **Milan Computer GmbH**  
Other Nominations: 14332 AGH, Popgopher, Home Systems, STODDER, ServicePlus, Titan, TUI

### Best non-profit making Atari organisation of 1998

**Interactive Other Nominations:** Atari Web Ring, DHS, French Falcon Club, Halmers, Atari Launchpad, Silly Software, ST+STODDER, TheAtariNet, UTM

### Best Disk Magazine of 1998

**Atari Times**  
Other Nominations: ATOL, Pledge, Page, ST News, Toxic, Undercover

### Best paper based magazine of 1998

**ST+Format**  
Other Nominations: Atari Computing, Atari Times Special Edition, ST Computer, ST Format, ST+ATOL

### Best Atari supporting web page

**Swat Hackers Society**  
Jelly, John, Marking,  
Other Nominations: Atari Hypertek, Launchpad, Clonewave, Packer, KOD, can.org, Little Green Desktop, PlayC Support Page, Milan, Hacky House, Muzard, Burt, Programmers, Old Reservoir, Gods page, Silly Software, ST+, ST News, Tim Zane

### Best Internet Service Provider for the Atari range

**Internet Nominations:** COK, Club Internet, Compuserve, Damon, Proton, Orbit, X-Team, Network

### Special award for services to the Atari community

**Milan Goodman**



STOS and ATOS (STOS for Amiga) sold an amazing 500,000 copies over six years. The publisher, Gammalin, has recently released the ASM source code for all STOS and AMOS programs as a tribute, also to the remaining Atari and Amiga community. Clickteam are also willing to make open plans through their discussion forums. We'd like to see other former Atari developers follow their example. <http://www.clickteam.com/web/amos/> ends here

## System Solutions

MagiC 6 made it just in time for ACC 18. Wilson had a chance to speak to Wilfred Belfer in person, as he was demonstrating both MAGiC 5 and MagiC 6 on a GEMTurbo 3 accelerated Falcon. (So, there's a full review on p.14 in this issue.)



Also at ACC 18 was the SoundPool DeMuxer, the latest addition to its DSP powered audio mastering suite for Falcon and Hades (with Sparc6300 DSP card) computers. It is already being used in professional UK studios. Paul Price of Max One recordings said "I considered our material in major mastering houses in the west and with top engineers, and here we achieved those guys' state-of-the-art up using highly sophisticated and expensive equipment, not to mention the expertise they possess in finding the frequency in the first place. I can now do a similar budget job with my Falcon and the DeMuxer program successfully - in a way like having a pro mastering engineer with you. I often have to archive old demo-recordings from customers that are extremely 'farty' - in a word this program is an invaluable tool."

Adams CD featuring SoundPool stereo software and an audio version showing the Native DSP Mastering Suite is now available for £3.00, which can be redeemed against a full purchase from System Solutions. Prices including VAT DeMuxer: £179.00 MagiC 6: £497.00 upgrade from £35.00. PS: internet-based sales and manuals to mail order branch at System Solutions, 115 & 116a Guild Street, Walsley, Leicestershire, LE14 1RH. Tel: +44 (0)155 023270 Fax: +44 (0)155 023455 Email: sales@system.solutions.co.uk or www.system.solutions.co.uk/index/

## Tavern BBS closes

Following relatively 40 equipment failure the spool of one of London's longest running BBS systems has been forced to close. Any no game operators who would like to rejoin the BBS scene will be made cordially welcome at the Tavern BBS. Dial (0181) 344 9925 from your terminal and leave an email for Steve Sweet.

NO 100% BBS who will work with the spool Kevin O'Sullivan to get you up and running again as quickly as possible.

## Sighting!

British cloning boss Brian Norman Cook aka Fantasy Slim (formerly of The Housemartins) has recently had a number one in the UK singles chart. The track

of the CD sleeve shows a photograph of his head and looking in the corner there is an Atari ST. Sighted reported by jerrydubuff@btinternet.co.uk

## ST News International Christmas Coding Convention 2000

Richard Kinnison of ST News and UMSI, Inc is organising the millennium event to be held somewhere in The Netherlands, probably in a hotel from Friday afternoon (December 15th) 2000 to Friday afternoon (December 15th) 2000. For more details contact: PO Box 67, PO 3500 AB, Utrecht, The Netherlands. <http://www.world.org/steve2000> Email: [steve2000@bt.com](mailto:steve2000@bt.com)

## STOP PRESS STOP PRESS

### GEMTrade 2 tested!

Version 2 boards are now in production and test results with the new 68k API controller show a significant improvement. (Readers: FACT: 68K ADDRESS READ WRITE) Srv A: 33.5 MB/s 24 MB/s Srv B: 12.5 MB/s 20 MB/s

## STOP PRESS STOP PRESS

## GEMTrade 2

Don't struggle with German documentation. GEMTrade 2!



Attractive GEM interface  
CAR module to translate web pages on the fly  
Instant BubbleGEM help  
On-line ST-Guide help  
Clipboard Cut and Paste  
Look-up dictionary

GEMTrade has been under extensive development contributing to GEM 2.0 which is available now and offers the following new features:

- + Better case handling
- + HTML improvements
- + GEMScript compatible
- + Redesigned interface
- + Extended help system
- + English <-> German
- + User dictionary added
- + Writable Dictionary



Price: registration  
Only: £7.99  
Disk or CD-ROM version: £7.99  
Unregistered version: £21.99  
Send ChargeCard made payable to Mark Wherry at:  
4 Paragon Close, Napton Road, Exeter, Devon, EX2 6AR, England  
[http://www.sh.mobi/~mark\\_sherry](http://www.sh.mobi/~mark_sherry)

Don't forget to check out the Shareware and PD news on page 48 in this issue!



# ATARI

## Offers...

Special accessories for you and your students subject to availability. Stocks for some items are LOW, handling and shipping costs add.

## READER DISC

**Additional Books:** Titles are available separately from the magazine. Each book contains content exclusive to Abari e. *Book 1*, which is not available elsewhere, is free.

We add from a Specialist Health Nurse, Esther Cole, employed by Paul Jones, to accompany the interns.

All items are available and cost £1.50 each including I.R. delivery.



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For Computing Issues 1, 2, 3, and 4:  
 All new solid disk, but, see the back of  
 each stack of other book cases to get  
 more info before you get them! Each  
 stack is \$100.00 including tax  
 and shipping.



## FORTH 900



Following the inclusion of Page 39, the subcommittee will help fund the first volume of the Reader Pack and will also supply the official 30 page reader bound in a manual and labeled binder. This is the 2012 30 including LEC delivery. Based on about the consistent program in the Great Lakes states as in Alaska where it is used as a teaching resource.

## MOVING PIXELS 67



At startup, compilation is ready to use software programmed by Tony Parker. The source code for all the programs (except A-1 for ERM) is available and programmers are invited to further develop the software.

- [illegible]

**Order form  
overleaf!**



## Steinhilber PRO 34 III

- Monitoring PMS 24 is a MIDI recording and mixing application which offers access to the compatibility with Cubase. For example, from PMS 24 was the performed a change of instruments on a Midge (see also Synthesizer from PMS) with all produced MIDI commands using PMS 24
- 24 Track music system
- Record playback and edit any MIDI keyboard
- Display and print music notation
- Real-time performance control
- Fully interactive interface
- Supports standard MIDI files
- ...



**Downloaded from** <http://ash.sagepub.com> at **Stockholm University**

A CBM heavily engineered to hold 1000 lbs. of stress under test force.<sup>1</sup> Includes fabric's DuPont Dacron Polyester Cloth Shoulder Poles Square Pyramid and Joints.  
Features: nonstretchable Force delivers definable levels 70 and 214 lb. with support with continuous and adjustable pivot steel bars at articulation of 440°/180° or higher. Cost £21.99 including UK delivery.



## MOUSE MATS

[illegible]



# LeftTers



## Peggy Shackerl

At the last year of the 20th century begins we have suffered two blows to our platform: the closure of Happyside and AOL buying out Compuserve. The closure leaves the F&T Club as the only online PC/Windows library in the UK.

Happyside's Fine Club have made their entire PC/Windows library available on CD ROMs which is good value but for members the only source of new software will be to buy from the F&T Club or use the internet which leads me to my next topic.

With AOL buying out Compuserve it seems likely the old AOL3 interface will be killed off meaning it is impossible for Arlans to log in using terminal software. With large companies gobbling up the smaller ones, it seems I'll be long before we're into a monopoly situation and small independent ISPs like Zenarc which support the Arlan platform will be under threat. When you lose your PP and the department of Trade and Industry and ask for the Monopoly and Mergers Commission to look into the matter: another building - before it's too late!

Worren Howard Pegler *Widelines*

We've certainly had Happyside but times had run especially worried about the availability of software to anyone obtaining an Arlan ST for the first time. Most people will or pass their machines on complete with software and other extras - hopefully including a copy of Arlan Computing. We would urge anyone calling Arlan hardware and software to make spread the word away now continue to provide the forum between Arlans and suppliers. We are considering compiling our own selection of essential PC/Windows disks and we'd be pleased to hear whether readers think this is something we should get involved in. There are already several large ISPs dominating the market - AOL are running TV advertisements now so we can expect to see the percentage of households online in the UK rise rapidly. Whether this is a good thing for Arlans only time will tell. There are still plenty of small and medium sized ISPs around to cater for niche markets and it seems unlikely they will all disappear or be bought out in the near future. If you're really

missing the Compuserve library why not do your bit to keep the large ISPs at bay by joining over 250 other Arlans on CIX which offers both internet and a interesting services. Arlan Computing are now official resellers of CIX products - check out the internet for more details.

## International Pleaser

Thank you for your letter regarding my latest subscription. I appreciate to know it. I had realised just how much time had passed. I do enjoy Arlan Computing even though sometimes the contents isn't my own. I usually carry Arlan for DTP work. I publish a quarterly magazine for the Colchester Cat Fanciers which brings in loads for the charity as this is one thing I recently purchased a CD ROM called the Electronic Spenser Graphics Collection the graphics were impressive and useful for my magazine so I sent off the USA for a catalogue to see what through the 3000 items. I never received a reply so after four months I telephoned the Post Office and they informed me the company that had ordered the CD ROM had moved away with no forwarding address. I lost twenty dollars plus the cost of two phone calls in the state - perhaps a word of warning in AC for the benefit of others who might do the same. As a matter of interest our PC CD ROMs are read using a CD ROM connected to my Arlan. There are no four CDs for the Arlan. Keep up the good work.

George Spinks *Essex*

Thanks for re-subscribing - I've really do need each and every reader to be able to publish their illustrations now. The leading forward to the every issue of the AC contents are over your head - some of it is over mine! Maybe it's time for another reader survey - what do readers think? Before sending money in the past we recommended getting in touch with the publisher by email, telephone or letter before sending payment - it's not a guarantee but it's the next best thing. To answer your final point, CDs intended for use on PCs can usually be read on other platforms including notably equipped Arlan machines. How useful the contents will be depends on the individual CD. Generally speaking, CDs containing Clip art, fonts, MIDI

## CIX

CIX (Computer Information Exchange) and pronounced like a + subscriber based computer linking system which also provides full internet access with all accounts.

## Advantages of CIX

- No sign up fee
- Dedicated Arlan software including support
- Local call access throughout the UK on a single number
- 24hr. connections (all three variants: M3, V90, XG and CIX Plus)
- 30% free disk space included
- Fast access to the global internet including the WWW, Electronics Mail, FTP and Usenet News
- Computer conferencing in a writers conversation allowing responses to follow a discussion easily and refer back to conversations
- Free Technical Support Team (Hours Monday-Friday 10am-5pm on Saturday on 0845 355 3151)

## Two different price levels

- CIX ICA RUT account  
The Standard User Tariff is designed for people who use CIX Conferencing, Internet Mail, News and the Web a lot. This option gives unlimited access to CIX Conferencing and CIX Internet for a monthly fee of £4.99 plus VAT (£7.47)
- CIX ICA COUT account  
The Occasional User Tariff is aimed at subscribers who primarily use the conferencing system but may occasionally browse the Internet. Connection rates: 4p per minute cheap rate; 4p per minute standard rate with a monthly maximum of £8.25 plus VAT (£7.86).

To sign up on line all you need is some minimal software such as Outlook and have a credit card (Visa/Master/Amex) EuroCard. Desert Club American Express handy Card 0181 256 1255 and follow the on-screen instructions. Alternatively to order our CIX regular only card £8.18 (plus prompt).

In April 1993 we covered CIX in detail including our built-in offer which includes a disk and manual containing everything Arlans need to get online for just £4.99. If you'd like to order this or a copy of AC's please complete the Reader Offers form on page 18.

Files and documentation in ASCII or HTML format can all be read - it's just the executable files which will only run on their native platforms. ☺



- A. Workfest takes up outside Bradley Hall
- B. Steve and Robert Delaney of Physcology
- C. Richard Stewart (left) of the Wang team
- D. Wang library
- E. The Portal is Club team
- F. Karl Smith of Systems Solid was kept another customer
- G. Let's all hang out at the 3486 stand
- H. Staff of the Atari Computing stand
- I. Davey Bickley and his Electro-arc law look on as some car was stolen and caught
- J. Attack of the AC Bandwrens - Brian Martin and Mike Martineau look happy
- K. Ray Dunlop (left) and Graham Bottomley (right) of Standard Promotions with the Cannon Centre

All photos courtesy of  
Brian Martin and Bob Paine



# CENTurbo II

Blink and miss it. Shiuming Lai tests a new Falcon accelerator from French hardware specialist, CENTEK...



Afterwards, well go down in history as one of the most desired items on every Falcon owner's shopping list, and a milestone in Falcon acceleration itself. There are two main ways to accelerate a computer: first a faster clock signal into the synchronous parts (overclocking, which has limited potential) or, secondly, the original processor with something altogether more efficient and powerful, maybe with some extras like supplementary RAM attached. After hours (belonging) to the latter group, as when some bricks that supplies had dried up, and so more would be built unless there were sufficient demand, the future looked bleak. Not any more. After a long development period, the successor to CENTurbo I has arrived.

## Welcome back to cool Falcon acceleration

CENTurbo II is a compact board (fitting snugly into a standard case as shown in our photograph) housing a replacement 58008 CPU running at 50MHz, socket for a 4MBit FRU at 50MHz, 40-pin package, more chips for 32MHz system bus and 50MHz CPU 70 pin 40MHz socket for 32Mb fast RAM, and a fast ROM for easy firmware updates. The ROM contains a boot-parameter configuration program much like the BIOS chip found in PCs, only not quite as complicated. It doesn't tell you how many RAM pages to use for a disk, I find you need. From here it's possible to enter the boot device, polling order, IDE and CDFW boot system, memory test, video mode, hard disk driver and select an operating system.

The masterfully named Dolmen is not yet finished so will cover the more than 60 details are available. The missing pieces are plus TOS 4.0a from the original ROM and TOS 3.04 - a patched version of 4.0a which makes fast RAM available on the system.

To run or, you, which TOS you're booting, the patched one turns the screen colours to a striking Swedish paleon-blue. If you hold down the [Control] key as the machine boots, the CENTEK AUTO manager loads in, and rather than slipping all programs, it gives a choice to run or skip each program is sure available for trouble shooting.

CENTEK's software disk includes a neat bank of utilities for keeping the system and demo versions of its other software, like ScanDisk, a scanner, font and. There are more affordable names to come. Has Centre, which if from Germany would efficiently be called HD-Drive. The series is easily extending, as is the small degree of functional duplication between some programs, but they serve to show things to be done in several ways and are rewarded with considerable French flair and humour, check out the necked poster at British boot! Extra marks for the effort of including programming resources, a sign of care and attention.

Two of the most immediately useful programs are CENTurbo and AUTO loader patch to replace the Fast Set Video - dealing with a much better control panel, adding to the existing modes with new ones specified as a 'VIDEO GAT' (a screen saver) and 'Virtual screen modes' with these cleverly combined modes of

scrolling. Edge only scrolls when the cursor reaches the edge of the screen. Focus keeps the cursor in or near the centre while Proportional gives an ideal as usual is achieved by scaling from the physical - simple but brilliant. CENTYCELL is a screen manager allowing custom resolutions to be defined and saved in the 'VIDEO GAT' file, ready for selection in CENTurbo.



▲ Load image you favour appear!



▲ Take part color test with them allow if the monitor doesn't show all range (Personal preference)



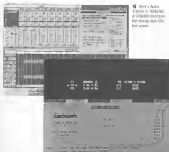
## Graphics

Using standard Falcon VGA 256-colour GEM is like wading through mud. CENTurbo II makes it a more productive mode, allowing programs like Plan 4 to show their contents. Scrolling will be as responsive enough to work with









4 Here's Audio Setup in Windows or Windows NT. For many, this is the screen.

## CENTurbo II

### Manufacturer

CENTUR

### UK contact

System Solutions, 17 18 Marlborough Street, Chesham, London, W62 8ED tel: +44 (0)70 451 182

E-mail: [systemsolutions@uk.com](mailto:systemsolutions@uk.com)  
<http://www.systemsolutions.co.uk>

Cost: £199.00 introductory offer (normally £225.00)

### Price

Single and box, with supporting software, fits a standard Falcon case

### Comments

20% boost in CPU speed, eg for emulation and very handy

82%

4 Get the best sequence to skip that if you've done one PC repair too many

# Easy Beat

Shuming Lei is impressed by Softjee's virtual drum machine for the Falcon...

Let's face it, when an existing, new toy arrives, diligently reading the instruction manual is probably the last thing on most people's minds. Of course, manual sales for reasons (which to the supplier or manufacturer indicates performance from liability) but desire for practical ignorance is hard to overcome, and nothing by trial and error often proves more effective than wading through pages of documentation like a rat.

Easy Beat, the latest in a barrage of programs from Softjee over the past year (in the blink of an instant a diagnosis of all manner I think) was a very good book within a matter minutes. That's how long it took from loading the first case to seeing the drum loop (EASYBEAT.GIB) which you can download from the accompanying web pages without having to consult the manual. The program is all quite clearly laid out and its controls easily labelled.

First impressions are pretty obvious: some pieces of the main screen is the software control cluster for



4 The main screen

eight independent voices, working beneath a row of self-explanatory buttons for well, need I say more? Load some sounds either individually by file or as a batch by

path, rather like the QuickCross for sample functions in Amiga's sCD Writer. Hit the edit button, conveniently bringing up the pattern editor (figure 1 next page)



▲ Figure 1: EasyBeat in edit mode

This is a basic pattern grid with as it window to 16 patterns. From here it's simply a matter of placing, or editing, and joining events in all kinds in real time as you can get a good feel for the rhythm.

In terms of flexibility this is more than your average hardware beat box. It can be thought of as a sequencer specifically geared towards drum programming coupled with a modular sample triggering sound engine. So really it's also perfectly possible to load in sound banks not containing any drums at all. You see, Easy Beat is not an emulator of any particular



drum machine, so to get you started it comes with a library including "classic" National TR-808 and TR-909 files.

What's new here as well? This problem Load a beat sound into an unsequenced and start tweaking the pitch with (figure 2). Grab an copy of Microscopic Core's Sounds and beat CD where you'll find lots of beat sounds from the TR-808 and other famous instruments.

Each instrument can be panned, filtered, or processed with real time DSP effects. It's fantastic in duration. It adds a level of flexibility to some synthesized beat instruments. Reverb and other need some careful adjustment to avoid unpleasant results.

The sequence can be exported in a number of formats for further editing or incorporating into new sequences. There is Easy Beat's own format (which also remembers where the sounds are stored so don't go moving them about). Digital Tracker, MIDI and audio (as per EXCELLENT/AVE demonstration). As the summary the playback and audio export is ready to go (1200Hz). I would have expected more options from a Sequencer product.

Sequencer software design, however, has improved considerably as has the music. French origins are apparent here and there but on the whole this is a very



▲ No need to disturb the beats, but if you have too long into sound, here is where to do it.

▼ I guess I haven't time to be a drum sound and about 1 hour to be a beat pattern. Here's how to do it.

good job (French English is usually better than English French). My criticisms are more on the basic level. For example, it doesn't remember the directory it was started from, so when you go to load some sounds you have to find the path first. Like to emphasize, it also doesn't intelligently handle corrupt files so when it crashes it does so spectacularly. Scripts are normally quick to load and respond to compression criticism so let's hope that more rigors get control over such because overall, Easy Beat is a winner. ☺

## CENTURIO II TECHNICAL

### Publisher

Sequencer  
easybeat@sequencer.fr  
http://www.sequencer.fr/easybeat/  
UK Distributor  
Team Design  
Oxley, SA 15

### Price

Logical interface, interesting digital effects, good quality sounds supplied

### Comments

A fine obvious rough edges at some of the processing.

# Steinberg Pro24 III

Mark Wherry steps out of the tardis clutching a few copies of this software classic so we've taken another look and made it available as a Reader Offer...

The Atari ST was the computer that launched the MIDI music revolution, its built-in MIDI ports attracted the best software developers and it wasn't hard to see why. Despite the onslaught from other platforms our Atari machines remain a firm favourite with many musicians thanks to an exceptionally stable timing. With new software releases from Electronic Arts, Softpan, and SoundPool, and redesigned software like Trackers and MIDIMan, the legacy looks set to continue - which brings us nicely to Pro24.

## Background

Steinberg's Pro24 was the product that re-ignited the Atari MIDI revolution, and also saw Karl Steinberg's company take off. MIDI screens running Pro24 became a regular sight at TOTF and by many means measure making PFM, Page One, Draw Stripes, Curve Painter and a host of other The Design based around the traditional 24 track multi track tape recorder more inspired. All one needs Atari were handling copies of Pro24 and its smaller brother Pro16 with machines and later ST Remote programs gave away default Pro16 version away on cover disk.



## The package

Pro24 comes supplied with master disk that is an important copy protection device and a well written user focused manual. Pro24 works well on all Atari STs with at least 1Mb memory including STes and successfully for MIDI software, Pro24 also runs fine on a colour display. The manual program features 24 MIDI tracks which 4 can be recorded on simultaneously. Once you've made a recording you can apply many of Pro24's



tools in a including quantizing which basically makes your recording fit more comfortably in a musical timing grid. As with quantizing another program used sparingly it can help up not to get lost trying but over use can make music sound mechanical.

Three editors are provided to edit pre-recorded music or to enter notes manually. A grid editor which led the foundation for Cubase's list editor, a drum editor, again not dissimilar to the one found in Cubase and a score editor with basic notation features which certainly makes life easier for those who can read music. The logical editor again developed further in Cubase, it also lets and allows manipulation of MIDI data based on logic conditions.

Like the earlier C Lab products, Pro24 offers pattern based arrangements which can be managed in the arrangement dialog. An editor for the master track is provided for tempo and time signature changes, and it is also possible to record tempo changes. A cycle record option is provided with three

different modes, to repeat a musical section whilst recording and this could be used to get a part just right without stopping the sequencer or perhaps to build up drum or other rhythm tracks.

Pro24 is also well equipped in terms of synchronisation and supports MIDI clocks and SMPTE via external hardware. Pro24 also includes integral support for standard MIDI files without having to resort to external utilities. As always there are many more features than can

be covered here in detail.

The bottom line. Although Pro24 was superseded by Cubase it remains a classic program ideally suited to anyone interested in learning to use a sequencer for the first time. Steinberg's concludes the manual

is a luxury 160 page ring bound effort which lays flat for easy reference. There's an instant Gratification section which steps you through a recording session followed by the main reference sections which detail each and every command and includes lots of highlighted tips and at the price offers excellent value for money.

For years Pro24 was the preferred choice of many music professionals and when you consider this is the first fully developed Steinberg Pro24 III it has undergone and benefited from the full development cycle making this a viable and reliable product.

Finally because it is Steinberg product there is a clear and logical upgrade path to Cubase which uses much of the same terminology concepts and even parts of the editors are the same. Songs composed using Pro24 can be loaded directly into Cubase. ☐

## PRO 24 III

**Publisher:** Steinberg  
Steinberg Music Systems Ltd (For latest Cubase details)

**Supplier:** Atari Computing  
**Cost:** £1099

**Requires:** Any Atari STs with 1Mb memory minimum, colour or colour display and some external MIDI hardware.

**Free:** Fully developed commercial software, instant shipping date to Cubase, quality manual and excellent value for money.

**Cons:** None face a little clunky by today's standards, was used by three and PFM.

70%



# CD Writer

Anodyne Software's new CD Writer offers a low-cost alternative to CD Recorder Pro. Danny McAleer reports...



Although there's an almost overwhelming choice of digital mastering formats available for the modern music machine (DAW, ADAT, Multitrack, DCC and so on), few are as robust as the compact disc.

Certainly there is no better medium for preserving your music creation as a two-page (primary/master/playlist) two-CD player. CD Writer runs on most Atari machines including the following prerequisites are met:

- TOS 1.04 and above required
- SCSI host adapter required for AT machines
- Compatible CD-ROM model
- Hard drive. Higher is better: a CD-ROM can hold around 450MB.
- A copy of SoundDOS-Gold to drive the CD device

Basically you'll also need some way of getting tracks onto the hard drive: most CDWriters are just extensions of copying disc samples can be in ADAT, AIFF or WAV format or 16-bit stereo and sampled (or resampled) at 44,000 Hz.

Compilation can comprise samples from any drive location, although it is much easier if all the tracks are stored on the same hard disk, and in the same directory. This is because CD Writer has an option called Quick Create that automatically sets up valid files into a single directory path into the track list. However it is worth noting that CD Writer samples the tracks in the order in which they were either created or copied to the drive, and not alphabetically. After loading all the files a dialog appears that asks if you'd like to proceed with writing the CD or not, usually, or if you'd prefer to edit the listing first.

Editing a compilation is so intuitive that the manual seems completely redundant. New songs are added by double-clicking on the desired track, and can be re-ordered by dragging the filename to another track location which forces all subsequent tracks up or down the play list. Tracks may also be copied to another CD compilation completely using the duplicate function or deleted by dragging to the rubbish bin. Files in each file entry in the time of the track in minutes and seconds, and a space large enough to write the full title to better describe the song than the peripheralised eight-letter file name. In addition to being able to name tracks the entire CD can be given a title and artist, though none of this is strictly necessary. Where it does



CD Writer: the only thing on the planet that can "compile" and get away with it!

become imperative to fill in these sections is when the price option is selected.

A maximum of twenty-one tracks can be added (up to either 60 or 74 minutes in length, depending on the CD format, the most common is displayed underneath the track listing), although there are no restrictions for creating index points within each track. In fact, five alternate CD players actually support this index feature so this isn't necessarily important. However it is possible to enable pre-emptive on each track independently. This is a standard feature on compact discs that, when enabled, activates some sort of de-emphasis circuitry in the CD player to compensate for any boosting of the high frequency content of the original signal. This mostly relates with analogue tape recording, and reducing the bias and only reduces the high frequency content to its normal level, but also improves the signal-to-noise ratio.

Once all the tracks are compiled then it's time for the actually writing process of creating the master in a CD-R format. Writing CD Writer always performs a check on the files in the CD list to ensure they're valid, and indeed will check the user location can also be performed independently of CD writing to its master (media spinning). Before commencing your first however, CD Writer also allows you to perform a test run, which goes through the motions of writing a CD without actually physically affecting the disc. This is actually quite a necessary feature, since things can go very wrong if the discs are badly programmed, or if the recording speed is set too high for the CD-R hard drive or computer, which always results in a disc



Fast and furious gives the layout of the option list setting disc

what you create. (The manual suggests you might like to use the multitrack disc as a backup, but the just sounds dangerous.)

Once checked, CD-Writer does everything to record for real. During either of these processes the operators can be alerted by pressing the [Esc] key and a bar graph keeps you apprised of CD-Writer's progress. When writing to an

CD-Writer automatically creates a track between tracks, which is actually opposed for backwards compatibility with older CD players. This is more accurate by default (the lowest value available) and seems to work fine, but you can set any whole number, up to a maximum of nine seconds.



▲ Without writing, the CD-Writer's interface, which is the first step when installing the software, is a simple mix of Atari's Spectrally-800 icons.

There isn't a great deal to fiddle with in CD-Writer, elements that can be tempered with all appear in the preferences window. Here it is possible to set the default directories for audio samples and compilations; the CD-R/W device to use should you branch through to use more than one; and to set the default speed for writing CDs. Currently up to eight speed recording is supported, although whether you can write a CD at this speed depends wholly on the CD-R/W and the type of Atari you use. While the TT Falcon and other workstation machines may manage to plough along at full steam, you may find that a slower speed is necessary for error-free writing on standard 50s.

CD-Writer is as fully featured as CD-Recorder Pro, but consequently it is simple to use and you're more likely to be

### CD WRITER

**Publisher:**  
Asotek Software  
Email: [asotek@asotek.com](mailto:asotek@asotek.com)  
Fax: +44 (0)1843 881 888  
URL: <http://www.asotek.com>

**UK Distributor:**  
System Solutions  
Tel: +44 (0)1474 690 000  
Fax: +44 (0)1474 690 000  
URL: <http://www.systemsolutions.co.uk>  
Email: [info@systemsolutions.co.uk](mailto:info@systemsolutions.co.uk)  
Cost: £29.95 (£29.95 if purchased with ExtendOS Gold) including VAT plus P&P

**Price:**  
Works on all Atari compatible hardware for CD-Recorder Pro, really simple to use.

**Cons:**  
Can't write CD-ROMs (obviously) write on defective discs; no control over PQ Erroring.

90%

successfully writing CDs than creating indexes. At the price the package should attract both enthusiasts and professionals. It is a shame to find a program that does exactly what it is supposed to do. CD-Writer is the best program. ☐

# ExtendOS Gold

Danny McAleer goes prospecting for gold and reports back with his findings...

Thanks to the ingenuity of some particularly clever driver software writers by equally clever people, Atari have been able to sample from the same cake as PC users, plugging in hard drives, scanners, digital cameras, and CD-ROMs with the same degree of frequency as the plug-and-play people on other platforms.

ExtendOS has been a personal perspective, long a well-established tool as the best choice for driving CD-ROMs, and just recently it's been upgraded to add yet more features and devices to a already bulging repertoire. Now even including support for CD-Rs and CD-RWs.

As with previous versions, the new version has its own installation program that makes the transition from the CD-ROM, to happy Atari with working CD-ROM straightforward compared to other CD-ROM drivers. In the respect, ExtendOS Gold yields no joy for those who wanted a platform for manually editing configurations that with an ASCII editor rather, is tedious at the obnoxious SCSI paper behind a set of under-usable options leaving the owner to enjoy the whole CD-ROM experience.

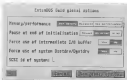
On raising the installation program, it is possible to opt for either a complete installation or to customize the driver (the



▲ I think you could find the best sleeping in town driver in something.

later for making changes to the driver once installed). It then releases through the SCSI bus, logging all the connected drives it recognizes. ExtendOS Gold allows multiple CD-ROM drives to be attached, and each of these drives has a group of parameters which can be set independently of one another. The ideal setting is the drive letter but it is also possible to set different cache settings to speed up disc access times for each drive.

In addition to drive-specific options there is also a window full of global settings.



► Press the Enter key to start the CD-ROM

to enable such CD playback, importance here is the memory versus performance balance issue. This determines how much memory ExtendoS decides to use as a cache which is a greatly improved disc read on single and double-speed CD-ROM drives. (However the difference in memory-consuming between a memory-cache and no-cache setting is as much as 100k, so if memory is a premium it is advisable to use a small cache.)

Clearly ExtendoS can also be made to read an intermediate memory buffer for Atari that can alternate or use RAM which the software will take advantage of if fixed. This can help alleviate problems

developed (mostly) for playing audio CDs. As you discover it works much the same as a stand alone CD player with controls for play/pause/stop track skip and search, as well as speed and volume (although the latter two aren't supported by all CD-ROM drives). It also has basic programming functions in the form of shuffle repeat and scan (when the first ten minutes of each track are played). Repeat will force the CD to continuously replay a selected portion of a track, which are set using a set of user configurable marker points.

But perhaps the most impressive part of CDaudio is its state-of-the-art digital-to-analogue or analogue-to-digital conversion of audio CDs to a hard disk. This is an incredibly powerful feature and exceptionally useful and only way of taking stuff from sample CDs or record effect libraries since it avoids all the signal degradation normally associated with sampling via the analogue inputs and outputs.

CDaudio's left and right locations give you complete control over the way the audio segments to be copied down to the last one hundredth of a second, and the program even supports a broad range of sample export formats: AVR, AVR or WAV format, in eight or sixteen at a specified mono or stereo sample, either 25, 30 or the more industry standard 44.1KHz sampling rates are all selectable. Whether sample format is chosen, a small test tone keeps you apprised of the amount of hard disk the operation is likely to require.

The audio-recording facility is a much improved feature in this version of ExtendoS Gold. It even does a progress

bar during SCSI sample transfer (even so it's possible to pause given whether this is an appropriate time to scratch an edit, make a scratch, or take a trip to the corner shop for supplies. Unfortunately a small number of CD-ROM drives don't actually have the necessary firmware to allow audio transfers via SCSI, and as it turns out is a reason for choosing the software over MacaDOS or equivalents, it is a fact to check first.

After recording where MacaDOS failed in getting a CD-R and Afterburner working harmoniously is my failure. I have little doubt that ExtendoS Gold is the best most-reliable CD-ROM driver any Atari could have. The improvements to the driver are numerous (the most significant difference being the additional support for driving CD-R and CD-RW discs) and the additional needs in the CDaudio program have transformed the little utility into an invaluable aid for sample CD users. But perhaps the best part of ExtendoS Gold is how late you can sit at it, once working. It is a transparent operation, it is what is it's part of TG's world. ☐



► Sample recording made easy with CDaudio



► To have a CD-ROM disk, press the Enter key to start the CD-ROM track play

with CD-ROM access via fast RAM, which often results in increased errors. Once these options are set, and to track they previously are extended to be compared with the the majority systems (since the default option seems to fail), the installation program then copies all the necessary files to the appropriate places. After relocating the Atari, you need only install an Atari on the desktop and the CD-ROM drive can then be accessed like any other drive. ExtendoS Gold supports all of the PC computer-type CD-ROM formats including ones with mixed case file names, ISO9660 level 1 and 2 (long file names), audio CD multi-session and Phase CDs (not Macintosh HFS format, Naturally whether ExtendoS will recognise

## EXTENDOS GOLD

### Publisher

Academy Software  
Email: [amsoft@atari.net](mailto:amsoft@atari.net)  
http://www.atari.com/~amsoft/

### UK Distributor

System Solutions  
Tel: +44 (0)11 955 1235  
Fax: +44 (0)11 955 1236  
info@system.solutions.co.uk  
www.system.solutions.co.uk/uk/

Cost: £19.95 (£19.95 if purchased with CD-ROM) including VAT plus P&P

### Price

Easy installation transparent operation

### Cons

Doesn't need a CD-ROM in use of  
Occasional problems with AB-cache  
but I'm being really picky







# Make Music!

The French are renowned for their wine and cheese, but what about their home music studio software? Danny McAleer decides to taste the latest sample...



Digital Home Studio (DHS) is designed to offer an all-in-one studio for your Falcon, and with integrated MIDI and sample sequencing, amongst other real-time DSP effects, direct-to-disk recording, and sample editing and synthesis, is certainly shaping up well to be shiny.

In practice however, there is an incredibly large block to navigate over as interface. Like most trackers on the Atari, it doesn't use GEM, so there's no familiar window or menu bars for reference points, no desktop accessories and no readily usable like tools to move easily around your arrangement. But underneath this sprawling mass of buttons, rows of numbers and text, and flashing lights, really is a wealth of tools, up for creating professional sounding music.

In addition, DHS supports an entire lot of variations on the tracker format, and will also happily load most popular sample formats (though as preferred it's WAV) including Windows WAV, AIF, UAF1 and SF2, amongst others, which features rather well.

## Exploration Interface

Most of the panels in DHS can be changed to reveal yet more sub-menus, but the main panel remains the same: no matter

what mode you are in. In fact it's a alarming size, almost LED-style counter displaying the song, and pattern position, history, a volume scaled volume LED bar graph, sequencer position slider and transport controls for sequence and pattern, sequence respectively, and boxes to set the speaker mode and number of tracks. If more than eight tracks are enabled (there is a maximum of thirty-two), a horizontal slider bar appears at the bottom of the track numbers, allowing you to scroll through each of the tracks. What would be equally as useful here would be the ability to alter the physical order of tracks, various having to cut and paste parts, but this is far less a personal preference and likely to be a working issue shared by developers.

In normal modes, tracks one and four are directed to output one (left) and two and three to output two (right), but with DHS's speaker mode, it is possible to reconfigure this. With the Logic sequencer setting, each track is routed alternately to outputs one and two, so would be more logical. Better still, the Reasoning setting routes each track to both the left and right outputs on the Falcon and used in conjunction with the pan control on each track, allow users flexible positioning of samples within the stereo spectrum.

downtrack. When it's disabled, playing on the keyboard will only audition the sample which can be really useful nonetheless. Stop any a most definitely the best method to employ when inputting notes, real time recording was at best very often cut by a step or two, and at worst, dreadfully disappointing.

## Un-composed composers

For someone who was made to believe that musical notes are those little black dots with stems on their ends, the concept of numerical composition is somewhat alien. However after a little experimentation (and frustration calculating a size of the piano roll with view for complex structures), DHS finally started to yield some promising results. It must be noted that, like other music software, DHS does rather tend itself to a limited genre of music, and that does include baroque or classical notes, but with an array of sequencing tools (making it remarkably simple to cut and paste ideas between parts and patterns) and quickly build up a whole arrangement, with all rigour to whatever style you wish to make, light work of pop and/or dance music.

One thing that lends itself to the method of composition is the effect, and DHS has these in abundance. Everything

The set of transport buttons are mostly self explanatory with play, stop, fast forward, rewind, and record (evening real time recording) all making it predictable appearance. But in addition there are a few other interesting features: the play loop button (this plays only the currently selected pattern), play stop (and this plays, one step), and stop (and stop) button. The last button must be enabled if notes are to be imported into

from tremolos and vibratos, through arpeggios and auto panning effects, to those cheap pads made just characteristic to many MIDI tunes in the public domain are easily brought into the streams of notes.

Each track has its own editor panel that sets the initial conditions of various performance attributes (from dynamic control to be achieved by programming an effects message). These include main volume, panning, and the track's polyphony. In some trackers, this is limited to one, when the next sample is triggered the one before is lost. But with DMS, it is possible to have polyphonic tracks, and so notes can overlap which can be potentially useful for creating things like arpeggiated chords using just one track, or just for ensuring that the booming bass drum isn't totally interrupted by some flailing in the top. Up to 64 notes can be played simultaneously by DMS, and so even if all the available notes are used, each track can be in the very least disjunctive.

Additionally, a real time effect can be applied (either pre- or post-fader) to any track, and each varying parameter. With most of the effects, this affects how controls the level of effect for that part but with the filter it controls the cut off point, and so some amazing real time frequency sweeps are possible.

Tracks can be quickly muted or soloed by clicking upon the track number at the top of the column with the left or right mouse button respectively. Supplementary track parameters can be set at a pop-up menu accessible by clicking on the effects LED with the right mouse button. Here you can choose to solo volume or effects controller data alongside the ones for real audio either audio or MIDI for its output (both yes another AtariMac menu that selects the channel for MIDI tracks).

Clicking with the right mouse button in the middle of the track panel calls a completely different pop-up menu, which we actually over to slightly annoying. This one lists all the options for global setting of the track panel. For example, it is possible to change all the track columns into master panels, or to use a Piano roll edit (similar to the Key Edit page in Cubase) to enter notes into the currently selected track. This is infinitely more so do this trying to remember your right mouse button when all you're trying to do is to edit notes.

#### Editing notes

And yet, DMS has far more than the comprehensive sequencing features, with a reasonably sized cache of sample editing options, including effects, sampling

explanations (either drawn to disk or to memory), and re-synthesis tools. The basic editing tools can be applied to a sound at whole or part, and comprise things such as fade in/out, reverse, phaseinvert, delay (just slow up gain), cross normalise (to add two to a separate gain/normalise tool), and insert zero.

As well as all of this, DMS also has a graphics-based amplitude envelope shaper that can have up to an astonishing thirty-eight points! In fact, this selection is only limited by a very obnoxious system of copy and paste, one that is still somewhat of an irritant after months of fiddling with the software. That, and the LFO feature, which actually creates every last note performed on the sample, as opposed to just the very last one (you may as well rethink the sample!).

The synthesis functions, although currently basic, can be used to good effect to emulise an existing sound. Of course, it is also possible to create a waveform from scratch too, even so there are enough sound properties to add quite interesting samples can be achieved. Four different oscillators can be chosen from, although in the current copy only the square wave worked satisfactorily (the others produced quite various annoying garbages). DMS will even let you layer multiple of these, combining them with a combination of various modulators including ring modulation (which is great) and a four pole amplitude envelope shaper.

#### Conclusion

Like Harman, DMS is probably one of those programs that are either loved or



#### Publisher

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#### Requirements

Minimum: needs at least 4MB RAM  
486/486SX minimum

#### Free

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#### Score

Not entirely happy with accelerator cards. New GEM interface makes it very tedious to modify. Only a pleasant and lively fun one.

70%

Indeed, the only real concern I have for DMS (apart from the fact that it simply isn't my AtariMac!) is whether it is a studio and/or professional musician (to which class, it ought to be far more musically inclined), or a nice bit of software to mess about at home with. However, perhaps this doesn't matter.

Gradually, when you get over the initially befuddling modes of operation, DMS can do wonders with your MIDI files, allowing their nature to come more than their quality. And then really does matter. **D**



# Digital Photography

Dave Barkin crosses the pond, and language barrier, and clicks away...

There is a fine connection out there that connects professional work to not possible with Atari Computing. Among the many we discuss cited are the lack of support for digital photography - which is simply wrong. Almost all of the new wave of consumer and professional level digital cameras work happily with our machines and the times will explain how to do just that and do so using digital technology along the way. Being as noted this article has already been translated before - first from my native Brooklynese into New York English and finally into British English. Obviously my girlfriend and the editor are responsible for any errors in the article.

We're talking digital information presented by your computer is handled in the form of numbers. This includes images and photographs. Hence the term "digital." Programs automatically translate the digital numbers into the information you are processing: words, spreadsheets or whatever the information or data which the program is using.

A digital camera is a device which uses conventional lenses to focus the image onto light sensitive receptors instead of light sensitive film. A processor in the camera converts the focused light into digital information and stores it in the camera.

The storage medium varies tremendously, but without standards are slowly emerging. Currently the majority of today's devices store information on removable "cards" which may be called Flash Cards or Smart Media Cards and other goodness names - but they're all effectively maxBlock sized removable memory chips.

## Generation gaps

The first generation of consumer digital cameras yanks only pure quality black and white images - more of database mechanical quality and some with a small amount of internal memory good for 8 blurry images. After acquiring such a gadget you realize in use of the fact that you had just spent nearly two months income on a device which was not even of a stable enough design to be used as a paper weight. For the same amount of money you could have purchased a usable flatbed scanner but...

The next generation which emerged in the early 90s were a great improvement - the images were on a par with those produced by Polaroid cameras. In computer jargon they typically offered 34 bit color at resolutions around 640x480 pixels. Although they were of limited quality they could be used for "professional" work - some agents in particular adapted them with the same relief as they took to electronic measures upon knowing the number of images which could be stored internally was limited. They were fun and fun time!

As the market truly heating around the millennium we've seen more memory better optics and more features rolled on to the same basic design. I remember dreaming about digital photography when I was around ten years old which without rewording my age was

long before computers could do such work. I thought my first digital camera in 1988 and it occurred to me at the time that I lacked sufficient cash that I would always lack sufficient cash that I would never get a girlfriend. Then when I purchased my Apple QuickTake 100 in 1991, I was not too far off my first date.

## CONNECTIONS

### Connecting an Atari to a PCMCIA card reader

The following procedure was performed using a Maxdata PCMCIA SCSI card reader with the Smart Media adapter card. Although the adapter is a Maxdata design it is actually manufactured by Microtek who sell the exact same device under their own name: Smart Media removable memory cards were used exclusively. I've successfully tested this procedure on both TT and Model M68000 machines so it should work on other Atari models BUT before you rush out and buy either his please note neither myself nor Atari Computing accept any liability if it doesn't work!

1. Connect the SCSI card reader into your SCSI chain
2. Insert a copy of HD Driver v2 (all disc works)
3. Run HD2ADCHG.TGS (part of HD Driver package) from the desktop.

"You should now be able to transfer data from the memory card. In fact you should also be able to transfer data TO the memory card."

### Notes

The HD2 card data software also worked on the TT (see down note on the Maxdata). On my Maxdata I would also access the card by running SMC SCSI the Auto Reader instead of HD2ADCHG.TGS but this didn't seem to work on the TT - this may work on your machine or other models.





A year's computer review might say there's more crack in around covers in the real world to cover though this means the long race has been decided: electronic roll cameras in handy. The colors are rich and saturated. Admittedly no rendering power (its ability to reflect detail in the image) is visible but it is well worth that. Inquire for quite a few (also: Playable and still uses a 10-cassette image which serves as templates for her storage) will be not talking 25 mm or more 1/10 quality but it is well meaning and fun. (all: Now you're reviewing girlfriends and cameras?)

#### Today's Generation

As of late 1997 consumer level digital cameras made a big leap forward. The internal memory was replaced by removable memory. Optical improved and best of all the size of the resulting shot became much larger. The Olympus 400L, which I purchased last spring, has a maximum resolution of 1280x1024 in 24 bit color which equates to a 47Mb TIFF file for each image, and the image quality is certainly comparable to the ones from a 1/10 camera.

The real advantage offered by digital images is the ease with which results can be edited using image processing software. Furthermore because there's no film you can delete your mistakes and select which images to retain or output for printing.

Although you no longer need film there's no such thing as a free lunch and you'll need batteries — lots of them, and it's interesting to note Kodak also roll batteries! It's a worthy making, an investment in rechargeable batteries whenever you'll spend more on batteries than you ever did on film.

Then there's the removable memory the Olympus comes with: one 47Mb Smart Media memory chip. Since the Olympus comes in this is (PSC) format the card is roughly four times. Not much, so be prepared to spend money on these as well. I now own an 8000 cards (the maximum size of these cards

has recently increased to 1670) which grow me 48 high resolution images. Since the Olympus includes the ability to take lower resolution 640x480 images, I can still shoot my 100000 pictures without running out of "film."

#### Where do Atari Computers fit in?

When I purchased my Apple QuickTake camera the only way to access the images was via a cable from a Mac or PC. The images could have been downloaded to an Atari if someone had written some suitable software but it didn't happen. However, some of the current generation of digital cameras can be used with Atari machines — so what's changed?

After purchasing the Olympus I discovered that it took a whopping 20 minutes to download the images from one 87Mb memory card to my Mac, while I found unacceptable long. There's also a gadget which houses your memory card and plugs into the floppy drive of your computer. This cuts the download time to five minutes but at the time of my purchase was unavailable so I looked for an alternative.

My solution was to use a PCMCIA Card Reader. This is a device which plugs into the Mac SCSI chain of a Mac (parallel versions of this device also cater for PCs) and all sorts of gadgets can in turn be plugged into a PCMCIA reader including CD-ROM drives, modems and memory chips.

The card reader cost \$275 (around £745) and the smart media adapter cost \$60 (around £26). After installing the software, I was able to read the PSC's written by the camera to the card (see below) and then I discovered I could also plug the device into the SCSI chain of my Atari computer!

Is this the reader works for more efficiently on my Atari than it does on the Mac. It takes just 18 seconds to download the eight images, and in addition I can now upload images to the memory chip! There must be a catch, mustn't there? Well, it there is I haven't encountered it.

#### Coming Up

Next time I'll cover some photographic issues and their meaning along with a feature guide to help you decide which camera is right for your needs.

I'm happy to continue covering the Atari as a serious machine as long as you encourage me with feedback or write to me via the editorial address or send me email at:

dave@starc computing.com



▲ The above images were used to show the marketing power of a 1280x1024 compared with a 640x480 image. The top two images were taken with an Olympus 400L and the bottom two with an Apple QuickTake 152. Magnifying eight times (the image is included on the magazine CD) you can actually read the text in the top two images now at extreme magnification, whereas the Apple QuickTake images have seriously blurry text.

# Calling the shots

Movies need not run in one direction - Guillaume Tello and Shiuming Lai explain...

An object can be presented as an image, as event frames, with animation. The next best thing before a true real-time 3D virtual environment is a QuickTime VR/1 animation where the user, moving the mouse, can determine their point of view from the pre-rendered frames and experience every detail. This file format has become a standard and can be viewed on Acorn machines using suitable software.

This tutorial will guide you step-by-step through the creation of a VR/1 file (VR is Virtual Reality).

## The tools

Apple Macintosh and PC users have it easy because the VR format is a component of QuickTime. However, Acorners can generate their own using H-Player/H-Player 5/6 and Easy BAT to help with the script editing. To display VR, any machine now has a suitable browser.

- H-Player 5/6 (80000 running IT low or 57 high)
- H-Player (80000 and 226, 32X or 65K colours)
- Anaplayer (80000)

## Our VR example

Thanks go to Patrick Housman for his PCW script - which is the basis for the images we use in this article - as a wooden-elf wandering on a reflective surface. We will show 24 images in total around the elf in three different levels.

- 12 images with the camera at ground level
- 12 images at half height
- 12 images with the camera looking down on the elf

The user can view the elf from any of the three heights vertically and horizontally from 12 positions around the elf.

The images are named from DE\_001.TGA to DE\_288.TGA and should be located in the scene folder from DE\_001 to DE\_012 in the first level from DE\_013 to DE\_024 in the second and from DE\_025 to DE\_036 the upper level. You can download an archive of these images from the H-Player web site at:

<http://www.wanadoo.fr/gilgala/defp>

Figure 1 (on the opposite page) shows using Frederic Bayle's DIAPY viewer the first four frames of each different level. You can also generate the frame numbering of the animation takes place in a 2D script (natively in either case, no diagrams are allowed) which in this case happens to correspond to vertical and temporal movement. There is no a buffer in the frame index data structure to work when you only use scene factor.

## Writing the script with Easy BAT

Launch Easy BAT v1.03. Skip the first box and in the second one select TGA as the image type. The third box summarises the images statistics (Figure 1). Click on Read frame... to go to the folder where your TGA files are and type DE\*.\*TGA as the file name. Easy BAT extracts the dimensions and file size from every TGA file. It then compares the largest file size and writes this into the script so H-Player can reserve appropriate frame buffer size.

In the fourth box select a number for the quality: higher numbers equate to higher quality and, larger the size. Choose 5 for now, then click on Output filename... and type DE.MOV for the animation to be generated.

In the 5th box, shown in Figure 2 type 60 for the time of one frame (60/100 seconds produces 4 images per second) and forces every image to be a key frame with 1 as the parameter (because the non-linear nature of VR video sequences is not suitable for Delta compression). In this case, you can move as a frame from four possible directions (up, down, left or right). To avoid clipping errors, each frame would need four encodings (using the benefits of compression). As VR/1 has no sound (yet) click on Ok.

In the sixth box, we'll enter the names of the images (Figure 3). Click on File selector and select DE\_001.TGA as the first image. Click on Increment and type 24 times (yes, if DE\_001 is renumbered 25 times, all the images are



▲ Figure 1



▲ Figure 2



▲ Figure 3



▲ Figure 4



#### ► Part 4

included up to DE\_BAT with a few others). Confine with *Validate* the set of textures on file - since there's only one set.

The seventh box (figure 4) offers to *Validate* a basic animation set - a VR one which is exactly what you want. You select 12 colours (number of horizontal views per level), 3 lines (number of levels), Start X = 0 and Start Y = 1 for the first image to be displayed. The number of images per cell is 1 as every one is a 'fast' image, not an animated one. *Validate* Horizontal loop to turn around the set and set of all data on Run too VR).

The global expansion field must stay empty (see a DE\_BAT then see *Play* BAT doesn't create the animation but it does generate a small script file called DE\_BAT which is used by M-Player to do the hard work. Incidentally, DE\_BAT is a text file which can be viewed using any ASCII text editor.

### QUICKTIME VR

Graphics-intensive software demands enormous processing power to create a believable level of realism. As graphics hardware becomes more powerful the algorithms to generate more realistic environments always seem to come one step ahead!

Last Friday upon these humblest remarks, progress - computers are struggling to execute these algorithms fast enough for practical real-time applications.

QuickTime VR source images are rapidly rather than computing them from an object data set (and what a load on intermediate hardware and storage efficiency gains, it brings relative). The upper limit is boundary display dimensions and colour depth.

### Basic Player Options



#### ► Part 5

#### Creating the animation

Launch M-Player or M-Player STx. If you're using the demo version everything works but a displayed in grayscale instead of colour - which is reserved for registered users.

Load DE\_BAT and you'll get the box as shown in figure 4 displaying the characteristics of DE\_BAT. Use the construction (*Alt+meta*) - Go to generate DE\_PIC2 after which while the QuickTime movie is ready to be used on the disk.

#### Viewing the animation

Don't quit M-Player/STx yet, load DE\_HOW. Selecting Go involves a single click for VR animation and you can choose movements with the keyboard or with the mouse - displaying a VR (interactively) or as a basic animation (pre-interactively). Once this is done our file appears on the screen.

By moving around the object, you can accelerate by pressing (Sh H) on the keyboard or using the left mouse button.

#### The future

The VR1 format is useful and also supports moving objects - each view can be a little rotation around a 3D image. This is supported by M-Player and M-Player STx in input as well as a script. There's a more powerful format called VR2.

In this format you're in the centre of a place in which your eye moves with a continuous deformation of the space due to the perspective. For example,

imagine you're in front of two vertical bars, when you look up, their tops appear closer than their bottoms; when you look in front of you, the bars appear parallel and when you look down, their bottoms appear closer than their tops.

There are currently no editors to create VR2 on Atari - although both *AmPlayer* and *M-Player* can display them. M-Player now generates a perspective effect that is impressive - if not totally accurate. The main obstacle is not understanding the file - M-Player could do it but creating the images. This is more a problem of engineering and projection that remains to be in the future. ☐

### SOURCES

Easy BAT is included on the *Reader Disk*.

Easy BAT M-Player and the disk images are

included on the *Reader Disk*.

Easy BAT and the disk images can be downloaded from

<http://www.atari.com/cyber/>

*AmPlayer*

<http://www.atari.com/cyber/>

Frederic Bayle's *DAPO* viewer

[http://www.atari.com/cyber/DAPO\\_viewer/](http://www.atari.com/cyber/DAPO_viewer/)



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# NVIDIA 5

NVIDIA has established itself as a firm favourite with Atarians. NVIDIA 5 is the first new release since 1996 so what's new? Mark Wherry reports...

**NVIDIA (New Virtual Device Interface)** is a replacement for the Atari GDCS (Graphics Device Control System) system extension which added extra graphical options to TOS. NVIDIA replaces part of TOS System as the VDI, hence the name, which handles visual output to devices including the screen and printer.

NVIDIA was hand coded in assembler so a lot more lines than the code it replaced making any system running NVIDIA fast, faster and more responsive. Screen redraws in particular were really accelerated.

Atari continued to develop GDCS and consequently into the final days with the release of SpeedyGDCS which offered both a vector font support but a soon a long before (was and without before the NVIDIA developers' view to the challenge and released NVIDIA 3 which not only supported Speedy fonts but added TrueType support for good measure.

NVIDIA 4 consolidated with improved font handling made better colour output support, a fast parallel port driver for MacPaint and the TrueType ability. FontMatrix enables fonts to be previewed and installed/removed on-the-fly without rebooting. Support for the LINCOSD font format which enables up to 65,000 characters to be stored within one font file was also added.

NVIDIA 4 was used in NVIDIA for Atari NVIDIA Magic PC, NVIDIA Magic Mac along with an optional Postscript font module and optional extra drivers to support graphics cards such as the ET-4000.

## NVIDIA 5 for the price of 17

NVIDIA 5 has done away with the separate versions leaving the installation utility to determine what's compatible to install for you!

## Features

Reinstating eg. Atari has lost of new fonts up to date. Background printing has been available on Mac and Windows users for years and thanks to NVIDIA 5 we've on-the-spot again. There's also a new Printer Manager utility which supports spooling and requires Magic 3 or later.



► Quite a VRG bug over TOS 5.5 has in graphics programs could become if you're after a little NVIDIA here before you're lost of many routines. Strongest analogy of 4.500 megabyte.

As we've already mentioned support for Postscript type 1 fonts has been integrated which is of particular benefit to MacPaint and Magic PC users who already use the format 'for the other side' and these fonts are now available within the Magic environment too.

MacPaint users will be especially pleased NVIDIA 5 supports the MacOS QuickDraw acceleration routines giving a major speed increase, particularly for systems running graphics acceleration. This is especially significant as QuickDraw itself has been accelerated in the latest 8.5 release of the MacOS.

Programmers get over 10 new VDI calls which offer better solutions for colour management and obtaining German documentation and programmers examples are provided. Programs such as PageWin and PagePro already take advantage of this in the latest releases.

NVIDIA 5 supports most modern printers, rather than the bonus for more details it was delighted to find the 1440 dpi output and menu-making abilities of my Epson printer were supported.

## Conclusion

Many of the changes in the release are 'behind the scenes' and whether you need NVIDIA 5 is a tough question. If you don't already own a copy of NVIDIA and you want to use and output better fonts, especially in a colour printer, NVIDIA 5 is a must. Those purchases which offer excellent

value for money. The integrated release means upgrades and optional modules are a thing of the past which should appeal to anyone who has recently switched platforms. For other existing users the upgrade price makes the decision less clear cut, but if you're using an appliance which can take advantage of the new features or you want to take full advantage of your colour printer there's reason enough. At this point, I usually mean about the manual but the NVIDIA manual is the best a users point of view. However to usual, there's no English programming documentation covering the new calls which makes it hard to support them. NVIDIA is a comprehensive package but licensing, permitting, integrated support for Adobe's Portable Document Format (PDF) which is widely used on frames and other systems, would be top of my wishlist. The bottom line is NVIDIA 5 is a great product which keeps our platform in the game and as more products take advantage of NVIDIA 5 features it will become increasingly indispensable. ☺

☐ CLIPPERD | ☐ CLIPPERD  
☐ CoNnect | ☐ CoNnect

► The display of more TrueType fonts into your application? Take a close look at the font list and you should be able to see the text on these graphics. Good! Strongest analogy of 4.500 megabyte.



# Softjee Falcon sample clock

After a dual CD/DAT clock module on a small budget? Shuming Lai has an answer...

Modern digital audio processing gear tends to offer CD and DAT sample rate precision, at 44.1 kHz and 48 kHz respectively. The Falcon carries its nominal sample rates by integer division of a master clock running at 25.015444. Spot the problem?

That's right: neither ratio is a denominator of the source. One could use the Falcon's DSP chip to sample on the fly, but this is a waste of good power, and the optimum quality is a real bust to use a proper clock with the correct frequency. The Cobase and Jan external clock modules are either 44.1 kHz or 48 kHz; if you want both in one unit, your previous choice was limited to the SoundPad PCI. Therefore though it is the inclusion of SPDR8 keeps it at a price not everyone can justify, especially if you just want to hear music pulled off a CD.

Here we have the latest hardware development from Softjee, providing a solution to both of these shortcomings. It is effectively a PCI without I/O, therefore is compatible with professional software such as Cobase Audio and Zero-X. Only the demo version of SoundPad software does seem to integrate an external clock, and for the really madmen programs there is a switching CPU on the disk, along with some example programming source code.

NEWCLOCK plugs into the DSP port and a pair of LEDs indicate which clock is selected. Not much use if your Falcon is in a rack, perhaps you could see them by running some optical fibre to the rear? Good value, buy one today.



▲ If you're looking for the manual, ask in question 1, which begins p.7

## NEWCLOCK

**Manufacturer:** Softjee  
**Software/Version:** N/A  
**UK Distribution:** Teton Design  
**Cost:** £19.95  
**Requires:** Falcon

**Price:** Not nominal, complements existing sample rates

**Cons:** Slightly crude build and finish

80%



Linux is a freeware operating system, which is based on UNIX and available for more platforms, including the new Linux 1.6 full multi-user, pre-emptive multi-tasking environment. It is very powerful, but difficult to set up and maintain unless you have prior UNIX knowledge.

Linux in a Nutshell doesn't provide an installation guide, but offers a "working reference" to almost every command the average Linux user will encounter. As well

**If you have a Falcon or TT, you might have been tempted at some time or other to experiment with Linux. Frank Chariton was...**

as exploring the internals used for basic tasks like file management, the book delves into the more system stuff which might cause problems without some sort of reference. The standard UNIX editors vi and emacs are very well documented, but as you can only get much editing done in vi without knowing how to actually command quit.

As well as the common commands, the book also documents the three common UNIX/Linux shells: bash, csh and sh. Finger again will put you back trying to change the default prompt, and advanced shell programming is covered very well too. If you're installing Linux to take advantage of its excellent networking properties, like its in-house computer Linux in a Nutshell won't help set up the system itself, but it will provide a superb reference source for when you do have it connected and running.

If you're using a full multi-user NBT setup, involving MNTNet and MNTCD, the book applies equally well. With a full-blown NBT distribution you'll get

almost everything that is covered here, and the information provided is up-to-date to NBT2 and a shell file with about 50% of the time.

It is not a book for the beginner who has no idea how to get Linux or NBT installed, but it is a great reference to keep near to the computer as you learn to explore this often-misused of working, and it is much cheaper than the average Linux book - and without the useless PC CD-ROMs provided by most, too. Well worth a look although you may prefer to wait for the 2nd edition scheduled for release this February. **D**

## LINUX IN A NUTSHELL

**Publisher:** O'Reilly & Associates  
**UK Address:** 100 Brook Hill Drive  
**RIP:** £15

**Pros:** Excellent reference, comprehensive, well indexed  
**Cons:** Not for beginners, no installation help

81%

# Inside ObjectGEM

Mark Wherry looks at this undiscovered jewel for GEM based software development...

FEATURE

WHERE'S WIDGETS!

ATARI COMPUTING ISSUE 12

65

Programmers write programs to communicate with the operating system using the Applications Program Interface (API) layer. Most APIs are written from the perspective of a procedural language such as C, Pascal, or BASIC (with the notable exception of the Mac OS API).

Calling the API directly within the program usually means that you have to use every project more or less from scratch. Object oriented programming (OOP) developed at Xerox's famous Palo Alto Research Center (PARC) during the seventies addressed the problem of using code and the tool for "application frameworks", sometimes referred to as "tool APIs".

Application frameworks differ from libraries: both include pre-written time saving routines but an application framework also handles the running of the program. This means you don't have to create long event loops or write your own handlers for common user actions.

ObjectGEM is an application framework designed by Thomas MacInnes (1982) who wrote/programmed the "Real" spreadsheet application.

Thomas originally released ObjectGEM as a framework but became disheartened and discontinued by the lack of support so he personally released it as frameworks is difficult to generate some interest.

The main reason ObjectGEM hasn't enjoyed wider support is probably because ObjectGEM is written for Pure Pascal (an object oriented version of Pascal published by ASI) Programmers with

preconceived ideas about Pascal should take into account Pure Pascal is based upon (derived) a text using PC based Turbo Pascal and is the only commercial object oriented language available for the Atari platform.

## WhoGPs?

It turns out that while most of us are comfortable starting with a procedural language programming with objects is far more natural because we tend to think of tasks at a higher level than we would program them in C, BASIC, or Pascal. Objects are instances of classes, which are merely a data type that encapsulates data and the functions that manipulate that data. For example, if you're writing a program to manage bank accounts, "bank account" would be the class, and "Mark's bank account" would be the object.

The bank account class can contain many items of data such as the name address and balance of the account holder. It can also contain many functions or procedures referred to as methods that can be applied to that data, such as "open account", "set balance" and so on. By instead of using variables globally within the program, they are encapsulated within the appropriate class which immediately offers two benefits. Firstly managing values is now much easier and cleaner and secondly if all the attributes are self-contained we can re-use this object in other programs.

Back in ObjectGEM a typical class would be a window which contains all the handling routines needed for windows

management including redrawing, moving, resizing and so on. When we tell ObjectGEM we are using a new window we are creating an instance of the window class which contains (or inherits) all of the necessary code. OOP also enables programmers to override (inherit) functions with our own code and this ability is essential for the framework to work correctly. For example, although a window class provides a redraw routine it doesn't provide any code because it doesn't know what we want to draw on the window. By replacing the redraw code with our own routine ObjectGEM calls this automatically. Think of ObjectGEM as a skeleton (the framework) onto which you put the flesh (your code) and the body becomes your project application.

Application frameworks are essentially a collection of classes. ObjectGEM includes pre-written classes which include handling for standard main window buttons, edit fields including optional password edit fields, toolbars, text windows, string collections and much more. ObjectGEM even includes a selection of useful procedures and functions for standard mouse pointers. In all the managers possess strong handling routines on

## Closing the deal

It was improved with ObjectGEM and this method of programming I've completely rewritten GEMTools using ObjectGEM and Pure Pascal and doesn't only a passing acquaintance with Pascal it took less than a week!

Using ObjectGEM has put the fun back into my Atari programming. I can concentrate on the main challenge and leave ObjectGEM to add a working flesh and save valuable development time in the process.

Email: [mark@starcomping.com](mailto:mark@starcomping.com)

## WHERE TO GET IT

The current ObjectGEM release is 3.0 although an early 1999 version 3.0 should be released complete with English hypertext - courtesy of the Transhouse Crew. For more information keep an eye on Thomas's and my main web pages at <http://www.mactoolkit.de> <http://www.starc.com/~mark/wherry/> For more information about Pure Pascal check out the ASI web pages at <http://asipascal.at.com/wherry/>



▲ Tool was excellent showcase for ObjectGEM which provided the buttons, handles, styled things and icons and much more.



Be musically  
creative  
with...

**Electro-Is C.W**



## MIDI Arpeggiator...£15

**MIDI MIDI sequencing utility for all Atari.**  
now up to v1.6, new features include: note slide  
improving, auto arpeggios, and independent note and  
velocity editing, as well as the real-time control and  
MIDI file export that makes it our best-selling software!



## Squash it!...£59

**Sample Processor for all Atari.**  
featuring more than 30 different  
editing tools, such as filters,  
modulators, sample accurate editing,  
special effects and unique  
presets.

## Snippet Synth...£16



**Granular synthesizer for all Atari.**  
now up to v1.4, including STIM playback, and a  
vastly improved synthesis engine. Use this  
program to create a wealth of exciting new  
sounds for use in your compositions.

## Sound Chip Synth...£10

**FM sound-chip synthesizer for all Atari.**  
now up to v2.1, with additional MIDI performance  
controllers added, true real-time bleeps, buzzes,  
and squidges, configure style.

## Scribble Synth...£16

**Additive synthesizer for all Atari.**  
now up to v1.6, new features include STIM playback, note slide  
out, copy/paste, and so editing facilities, plus the ability to use a  
choice of sine, square, sawtooth, or triangle waveforms to  
synthesize with - all of this, coupled with the easiest, most fun  
way to generate amazing samples for your music.

## EC-909...£25

**Analogue drum machine emulator for ST/TT, Falcon.**  
featuring 16 drum sounds from the Roland TR-909, which can be  
replaced with your own samples. MIDI file export, sample export  
(to disk or MIDI sampler), synthesis parameters for drum sounds,  
and a single, real-time editing.

**Electro-Is C.W**



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01434 381347 (messages only)



electronic\_crew@bt.dial.pipex.com



[http://dpucc.dial.pipex.com/  
electronic\\_crew/ownnet.shtml](http://dpucc.dial.pipex.com/electronic_crew/ownnet.shtml)

# CyberSfrider FILES

Cybes recently sold his Falcon and has been in mourning since...

The Falcon had been sitting here for months without being switched on or to stop it gathering any more dust. I've now sold it to someone who will be enjoying using it.

While during the hard times, I reflect back on the best part of those days. I might find some of my old (or I run some programs) I find a used for a while, played some of my favourite Falcon games (Space Invaders and Pac-Man) and watched some demos. The day when I rediscovered The Last Blade demo. I remember going to an excellent review on Atari World (AW) and then I remember the definitive Falcon demo with the battle of the dragons (which is a bit of a disappointment) and a final battle is over a very long experience.



The Last Blade (one of my Falcon demo's) should have been...

The demo (from around 1985) includes and features stunning music and graphics (backgrounds), a superb demo and a gallery of various scenes against a variety of backgrounds. I must admit here it is, it occupies 71% of memory and a 100% response to the fact that if you have the resources, do check it out!

I'll say nothing about the Falcon off to the owner. It took a huge chunk of

my Atari life with it. For reading (see a PIRN article in AC#1) I counted my moments (a little) - what a step of my wants list!

At least my TT could get a new lease of life soon thanks to Creative, the company that developed the Commodore II Falcon accelerator. They're developing a similar product for the TT. The upgrade will boost the CPU to 64MHz and allow up to 64MB memory with an increased retail price under £200. The only snag is Creative were at least 20 orders 'up front'. Gulliver's (who wants the upgrade himself) is maintaining a list of people who want to buy the upgrade so if you're interested do so both a favour and get a much-wanted Gulliver's or Gulliver's (who wants it).

For Computers, one of the biggest dealer in the UK (Alan Macdonald) has recently sold the demo tapes (and one

and a lot of other things) which have been taken up by Multimedia I/O (<http://www.multimedia.co.uk>). Multimedia I/O plan to provide references to Atari resources and a variety of Atari search engines. Happy days! (<http://www.multimedia.co.uk>) I don't think the message boards for general Atari messages and they're planning some other nice surprises (especially). Currently no plans have been announced for

help (from the internet) but watch this space.

As well as people who advocate of getting on the internet I'm always happy to report tangible evidence. Colin Macdonald, publisher of the Atari Times, who's magazines for the last few years, has decided to discontinue the disk magazine (good) and release Atari Times in a different format, on-line (journal). The Atari Times web site should be on line by

the time you read this. So don't ever make encouraging losses at <http://atari.com>.

The web site can be updated quicker and much more easily than in the old format. The web site will contain the same mix of articles and news that made the disk magazine successful. Colin will intend to release occasional printed Atari Times Special Editions which will contain selections of the best articles from the web site along with some exclusive articles.

## PIRN

I read of slow progress from your apparently last attempt to launch PIRN. Author Peter Huxley and Derek Huxley recommend you try PIRN.

PIRN has been available for over two years and users have been experiencing up to ten-fold increases in print speed. The author's own print drive rate has increased from 10 to 120 K/s and the Falcon from 10 to over 120 K/s. Additionally there has been a 10% increase in speed due to the use of PIRN's settings are fully controlled by the printer.

A recent post effort between the authors of PIRN and PIRN has resulted in an improved printing environment for MagC. While MagC is a software background printing, it is still up to the operating system to feed the data to your printer. This is where PIRN for MagC comes in. It adds buffered background printing specially optimized for (MAGC) and makes full use of MagC's capabilities to run every second of your machine's precious computing power (even when you're not working while the print job is completed).

There are currently two separate PIRN versions: one for TOS and one for MagC. For more details and downloads visit the <http://www.atari.com> site at <http://www.atari.com/atlantis/atlantis/atlantis/>.

Until next time, I remain your friendly neighbourhood CyberSfrider.

Derek Huxley

## PIRN Special Offer

For two months from the publication of AC#13 PIRN is available for just £10 (instead of £13). To take advantage of this special offer:

- 1. Quote the reference "AC13"
- 2. Include registration fee
- 3. If you require a master disk please add £1.00 (or £1.50 ROW).
- 4. Clearly state which version you require (TOS/MagC).

Post to: CyberSfrider, PO Box 3023, Winkfield, RG40 3NR, England.

# Basic BASIC!

There are three types of errors when creating programs: syntax, run time and logical (human) errors. Guess which is the most common? Now read on with Paul Jonga...

If you've ever double-clicked on a test file and wondered how your intended test editor knows which program to display here's your chance to find out.

We'll be looking at commands from what they are, how they work and what they can do for you. This involves some string manipulation (B) as covered in AC115.

Applications can be installed under TOS using the Install Application option. This dialog includes a file extension field which can be used to specify a file extension. Double clicking on any file whose file extension has been assigned to a specific application results in TOS automatically launching the appropriate application and passing the filename to it via a command line.

Using a command line in HiSoft BASIC is straightforward. Here HiBASIC then enter the following code:

```
REM TestFile.bas
REM Version 1.0
```

```
CLS:CLS:CLS:
```

```
OPEN "H:\BASIC\B01" FOR OUTPUT AS #1
PRINT #1, "Hi"
```

The **COMMAND** function gives the command line and in this case passes the filename into A\$. The **OPEN** command was explained briefly in AC2. The **PRINT** routine opens the file **OUTPUT.CHM** so that we can then write the command line before doing it again.

Complete the program to edit and run HiBASIC. Now from the desktop find the program, highlight it, single click on icon and configure it for the **TEXT** extension and if your TOS version supports it, set the full path option. Click on **OK/Install** then double-click on a **TEXT** file.

If everything went according to plan the command line program should have been loaded and executed successfully and in the same directory as the command line program you should find the file **OUTPUT.CHM** (if you were that file you should find the location of the test file you clicked on first).

Using this technique you could configure TOS to respond to file ready to print any text file the user may click on or we could send arguments to programs. For example the standard FOR replacing program accepts

command line arguments which it decides to interpret various options. For example the output size of the image "width" sets the width to 640 pixels and "height" sets the height to 480 pixels. FOR includes many other command line arguments which provide comprehensive control over the program options and output image.

Arguments are not so easy to extract from command lines but I've created a routine which is included on the Reader Disk, to do just this. The syntax of the function is

**argument1-get next(command  
in string, argument number)**

This routine works like our **test** support long filenames which include spaces because the function regards a space as the beginning of an argument. This may also be true for **get next command\_line** which returns how many arguments there are. Here's an example using the routine:

```
REM Routine to get the
```

```
argument
```

```
REM The command "H:\BASIC\B01" is  
REM "H:\BASIC\B01" is the command
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REM "H:\BASIC\B01" is the command
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# CYBER PAINT

Cyber Paint is part of the legendary Cyber Series and can be used together with the other programs in the series or as a stand alone program.



Cyber Paint is a powerful paint and animation package.

Choose from a host of flexible point box techniques to create colourful animations. Images can be overlaid and Debris/Mechroome images can be loaded as backdrops.

Cyber Paint has a range of special effects to rotate, distort, move and superimpose entire screens, so you can produce video effects on a standard ST.

- Choice of brush styles, including user-definable brush shapes, airbrush and stipple
- Range of drawing tools. Pen, line, polygon, circle and box
- Move, rotate, mirror, or rotate picture sections
- Fast input in a wide range of fonts and styles
- Automatic image registration to create call animation sequences
- Realtime zoom mode for detailed editing or viewing animations
- Load/save image/animation sequences from Cyber Studio, Debris, Mechroome, Ages Animator
- Multiple overlaid images - static or animated
- Special animation effects, with automatic links include user generated (sequencing) on whole screen or selected area

System requirements: 1 Mbit memory minimum. Order form on page 56.

Email: Paul.Jonga@btopen.net

http://www.open.net/~paul.jonga/



# Suggestive Remarks

Mike Kerslake with some suggestions for better Atari computing and some ideas for programmers...

In ADPS, I heard the idea of an A to Z series, and by AC&B Marbles (and In Germany had come up with A-Z which does the job admirably. Happily Marbles has continued development and A-Z v3.0 is now available so we've included it on the Reader Disk.



A-Z v3.0



A Z is a GEM utility which can sort ASCII facilities from A to Z or vice versa. Version 3.0 offers the following useful features including:

- Block sorting: ideal for sorting address lists
- Variable sorting: using a user definable separator character
- Summary summary
- Pointed to File/Value and sorted by using Lotus 1.1
- More GEM/Apple commands supported
- A-Z can play 300 sound files

## Taking stock

Here's a program suggestion: after all don't take it to a column, is it about John Ark at West Yorkshire England recently on a variable letter.

How long using a program, stock serial and compile program called SYSTEM (System 2.0) for me. I recently discovered it is not compatible with the year 2000. In stock, statements and so on stated after the December 1999 will show the date as 00 when the program was first written. I contacted DECOR INTERNATIONAL who produced the original program. But they refused me it was no longer supported and no upgrade is available.

SYSTEM 2.0 is a very useful program. Get contact to get an account number along with the details. All goods and services supplied are then entered into the stock control file. Each item gets a code number along with a description, quantity, purchase price and selling price. It shows an

description of items in the item's address, quantity and the price is automatically calculated for you along with any VAT payable which is shown separately. The printed version shows your current stock along with customers' stock and items supplied.

Sadly I'm not aware of any other similar supported software so it seems likely John will be stuck in less than a year's time unless we can come up with something.

I'm wondering if it would be possible to develop an Auto folder utility TOS patcher some combination of both which could take over stock handling in the system level and offer a global for for programs like SYSTEM 2.0.

Maybe there is already a similar program or an alternative stock control and inventory application that will work beyond 2000. If you know of anything which may help John please do let me know.

If there is a programmer reading this who has an idea how SYSTEM 2.0 could be patched, come up with a global fix or is interested in developing an alternative stock control and inventory system Atari Computing would be interested in sponsoring the project—much like we have with GEMTrade. Again please do get in touch if you can help.

## Good manners

Monroe of GEMTrade reminds me that there's less of an interesting discussion recently in the C&K

atari computing conference between GEMTrade author Mark Murray and Andy Goldings about GEM and new protocols and solutions for MINT, MagC, MINT and support for machine specific features of the Falcon, TT and other machines.

Mark mentioned he found out that you can't really use the story of the power features offered by MagC/MINT as people start missing it plus Mark used WOLAUD in GEMTrade v3.0 and got some ideas!

Programmers might like to bear in mind that although many people do have quite well specified systems, many others don't so any programs they write should perhaps not rely too heavily on other programs to take care of the basic tasks. It might be in order for new stand alone programs to take advantage of extra features offered by other programs or at least co-exist with them. A good example is the Eventer one maker which can quite happily do its job without MINT being installed, but it does MINT in allows you to use that program's base and get its options.

Just my thoughts anyway, but please do feel free to submit your suggestions and ideas via the usual editorial address or directly to me at [Mike@atari.computing](mailto:Mike@atari.computing) com.

Finally my other personal thing. Directory will make an appearance soon but it will be incorporated in a new section in the magazine which will provide help and contact details and details of local user groups etc as well. We hope the new section will be of use to all readers and the more offers of help and input from readers we get the more useful it will be!

Mike Kerslake





in gaps too. However, my printer can not print within three of the edge of an A4 page. As a result, the printer can not reach to its head and top down is the first label. Similarly the top down is out of bounds in the second label and so on.

Papyrus was to you of the problem on everything, since label design normally only works on the Master Page layout. With some label layouts, you may find a stated line including text from the bottom of the label. The reason for this is the Papyrus calculates the amount of text that can be physically printed on the last line of labels before a label is used to start a new sheet. It takes into account the number of rows of labels, their dimensions and spacing.

In our example, there may be no problem about the four labels and 27 rows, which is 23 rows less than an A4 facing sheet. However if the number of rows is increased to 5 or a new gap introduced, we are immediately shown no more problems. This important point to remember too.

- The limitations indicated by the dashed line are those designed in by the settings in Page Layout dialog.
- The limitations indicated by the dashed line are mechanically imposed by the printer. They are controlled by the Paper Format dialog.

Bringing the text area shown by this sheet less than not carried outside the possible area shown by the dashed line does not pose any. My guess Papyrus will show the next line will not be able to print if it goes so wrong of the problem. If you want to print right up to the edge of the labels, then the top and left margins in the Paper Format dialog have to be lowered until they exceed the mechanical margin set by the printer. In the example of the 10mm wide labels, it is not possible with my printer to print right to the edge of three labels across a page. It would have to reduce the label settings to 2 columns.

#### The third dialog



The First Document dialog has a strong influence on the label layout long before you actually think of printing. The printer margins are set by the type of printer selected. For example, you printers also give a choice of sheet feed and continuous (or tractor) feed. My old jet printer had a business printer margin of 20mm in sheet feed mode. But there was no business margin for continuous feed. So if you have a choice, remember to select the appropriate printer definition before beginning label layout design. The unremembered trick that Papyrus has up its sleeve is to be found when the Copies quantity is increased above 1. Papyrus does not use the code used by some page printers to print multiple sheets. Selecting multiple copies simply causes the program to calculate and transfer the data to the printer several times. However, with label printing, Papyrus goes clever. In the old label example, it knows it can fit 13 labels on the one sheet. Therefore, instead of 12 copies of a single label, it will print them all in one shot. There is no need to create multiple copies of the label before printing. Similarly if you have created 4 labels, but want 2 copies, Papyrus will print the first set in the first two rows, and then the second set in rows three and four.

If you want to create business cards, bookmarker, postcards or any small item needing multiple copies, design it as a single label and set the number of copies set in the First Document dialog. Papyrus will work out how many can be cut from each sheet.

#### Setting the settings

Having designed a particular label, you should always save a copy as a template. As well as saving rulers and styles, templates also store the name of the chosen paper format. So the setting up process only has to be done once. To do this, create your label and save it as an ordinary file. The dialog box that you do not require again, change the Document type to Template and save the file again in your template folder. Your layout design will already have a paper format name such as 3.5" x 5" label large, and this is saved in the template. When you call up this template in future, it will automatically call up the Paper Format settings associated with the paper format name.

Doing the usual Paper Format settings is not so straightforward. This is because not all the buttons in the Paper Format dialog work as expected. Create new labels

does what it says it does, giving a blank set of settings to edit. Delete format only deletes the selected format from memory. Unless you use the Options... item options command, the deleted format will disappear next time you load Papyrus. Similarly the Save format... command only works occasionally. You have to save options before your previous work is lost. They are kept in the Papyrus file file.

The Load format... button has absolutely no effect whatsoever. I can only assume that the one-related part of the Paper Format dialog were designed for functionality that has yet to be added into the actual program. However, if you use an Avery or Avery compatible labels, the Gary Schneider utility takes in the results. Autodesk 3 was included as a free release on the ACP 12 Reader Disk. It works by modifying the Papyrus settings file. Run the program, enter the label or labels you use for the Model ID# in the button, and the settings are made.



The only hint, on my system, why this is a beta release comes when you load Papyrus. Up comes a nasty looking dialog warning of a few things because of a CRC checksum error. Don't worry, save your settings again, and next time you load Papyrus it will be well. Your Avery labels will be available in the Paper Format dialog.

#### Now the fun begins

Label design starts with the whole inventory of Papyrus features. They can have headers and footers, multiple columns, background pictures in master pages, and so on. Here are a few ideas to play with.

- Use either headers or footers together with the Page number found in front special character dialog. Each label is entered as a "page". So number labels would be numbered one to twelve even though they appeared on the one sheet from the printer. Since page numbers can be offset, the header could be used to give disk labels a serial number beginning at any number.
- Use the Object attributes dialog in place about this line right at the corner of the label in its Master Page. These will then give you can make. This is handy for printing business cards and the like.

#### Next time...

We will have a go at real merging some addresses onto our labels. ☺

# Adventures in hi-fi

Tired of "multimedia" sound quality? Shunning Lai examines the problem and recommends a solution to make that Falcon really sing...

But stereo audio was a sensible choice for the STe. At the time, the use of RAM and disk storage needed to handle the application scope of hi-fi was too prohibitive for a home computer. In terms of quality, it was streets ahead of the STFM, but still some way short of high fidelity.

So what about the Falcon... with its 16-bit channels? The proof is in the listening, and even a reasonably competent amp and speakers easily reveal its hardware performance. The input and output are set for direct connection of microphones and headphones; the two outputs, the overall tone, stage, frequency, the overall sense, stage, frequency is retained, working beyond good scope.

## Why? Isn't it 16-bit?

The answer is as simple as that: to why does new CD player sound better than another even if they're playing the same disc? Forget the numbers for a moment, we're concerned about what comes out at the end analogue. Television, video hi-fi and computers: they are all derivatives of a collection of electronic components which can vary in quality. Being a product for the highly competitive and sophisticated consumer market, the Falcon's components had to be chosen accordingly. In the case of its audio I/O, a cheap CODEC chip was put in with only functional testing. What is common to recording and playback quality there is a large tolerance band.

CODEC stands for COmpatible DEcoder. In the case implies it controls the circuitry for A/D and D/A in one package. Such integrated devices are generally used in low cost applications or where PCB real estate is limited. Tap-and-replacement tends to keep it the two sections.

## COMPATIBILITY

All the usual problems of audio software, will automatically use external DACs in the DSP part including Creative Audio Zero II, the Decimator, Cowi Soler and SoundPool range. It's easy to do, as I hope most programmers will notice the advantages.

separates where possible.

For argument's sake consider another type of CODEC you'll have learnt to use at school: a ruler. When you use one to measure something you're performing A/D, and when you set it to construct something there's specification, you're performing D/A. Naturally the higher its resolution the better its theoretical capability, so a device calibrated in mm has ten times the precision of one in cm.

It is important to know the difference between precision and accuracy; suppose you're trying to draw a line of 10cm, but you have a blunt pencil: the rule is returning loud noise, distracting you, and the ruler itself isn't correctly dimensioned (just after 20mm, the markings are spaced randomly). Despite the digital information 45, being precise, you have little chance of drawing this line accurately! That is, translating a logical value to something of true proportion in the real world. This should now see: the numbers are a significant part of but by no means the whole story.

In much the same way is a set of sensitive instruments that the Falcon's CODEC processes 16-bit resolution audio. Physical factors, both internal and external, have a marked bearing on its performance. To make things worse, Atom paged it through a hard wired bus between its analogue output stage, to compensate for speakers with weak bass reproduction.

Besides making a problem out of responsibility away from the wrong real partner into modern trendy active-sub computer speaker systems and there you have a recipe for audio nausea. It's a fallacy to believe the Falcon, or any other so-called multimedia computer is a serious digital recording machine in its



▲ A20 is a popular choice among home recording enthusiasts

undisputed state. Some companies recognized the Falcon's potential in pro audio and wanted out: modifications to remove the bass boost and adjust the I/O to line level. C. L&B in Germany made these standard as its digital engineered Falcons—created for the music market. None of these, however, got to the heart of the problem: the CODEC chip is simply

## JAM TECHNICAL

Output frequency response: 10-20 000Hz  $\pm 1$  dB  
S/N: 55dB  
A weighted THD: 0.004%  
Channel separation: over 50dB  
For more information: <http://www.jamco.uk>  
UK: System Solutions  
According to Roger (owner of Line Audio), "Jam PRO will soon be available in a new version with 24-bit converters. These new converters, lower the noise even further, by about 10dB. The S/N ratio will be about 70dB. A weighted THD of 0.001% (non-weighted) is a remarkable to get lower noise out of a 16-bit system and a gain very very quiet, with some new conversion." That's not to say the current Jam PRO is at all noisy for its time. It just isn't what you'd hear the new version.



▲ The data and gain remain fixed to reduce effects of clock jitter, although Jani is inherently much less sensitive to this than the Palcon's own external clock anyway.

is there to be used. After a long time, however, the available upgrade path opens. Even the intermediate-to-advanced 16-bit was already there: it would have been left following to keep this closed in. They really over-engineered a signal routing system into the Palcon (Figure 1), allowing audio to go in and out digitally through the DSP engine ports, so external ADCs and DACs could be used. External converters a little better than the noisy Palcon onboard, and a wide range of more refined converters can be used, money being the only obstacle: and of course, we have the possibility to give each channel its own output socket.



▲ Figure 1: The style of interconnect topology is also known as a mixer.

#### The sound's service

The Atari's Palcon audio I/O expander has made a good name for themselves in audio circles (Europe). Each is hand built and individually tested to guarantee the printed specification. Various mitigations are available: all are based



▲ Figure 2: Frequency response of a Jani OUT compared to a stock Palcon. The lower graph is a reference-point S/N ratio and the lower graph denoting the full 1000 range, a result by the Palcon's low bandpass.

on the same core of high-speed 1-bit converters with 18-bit resolution. It started with Jani: a family of professional input and output units with balanced

connections, essential for preserving ground loop-free audio environments containing a lot of equipment. Jani PRO IN and OUT come in individual boxes, or you can get Jani PRO OUT in a compact 1U I/O rack-mount case and add Jani PRO IN 2 or 3 if it is an upgrade. Derived from Jani are the PAD (Palcon Audio Digital) units, simply without the balanced connections. How does it sound?

Imagine swelling your favourite band again after a long time of lay-off. My first reaction to Jani was one of absolute joy. It turns in a sparkling performance with its extreme linearity of frequency response and ultra-low noise (Figure 3), made from a Palcon never standard to pure in-A/B hearing.

Next, the sound stage immediately opened up showing an articulation and cohesion that, delivered an informative character rather required yet still revealing subtle detail. Inexplicably lost by the Palcon's CODEC. This does mean that recordings will be chosen for what they are, remember: Cartridge is Cartridge Club. But, as it is sample through the piece of film and the noise floor is revealed in horrifying detail, even some sample CDs are really not out there and all you have been warned!

Playing stereo material, the instrument is beautifully revealed. Every breath of a singer, every phrasing and timing of acoustic guitar and the awesome impact of an orchestra are all beautifully and unadornedly rendered. Bass presence is strong but not dominating and mid-range is not forgotten either. Treble has bite and ring with sparkle, yet doesn't lose control with complex elements, guitar modelling or energetic whole passages.

Glenn Heyer's CD Reader program will allow Jani to work similar wonders for the more sparse sound of CD-ROM drives (provided it is being hard, where they don't try to present their analogue side as anything but an afterthought), as it will read an audio CD-over the SCSI bus and route the data to the Palcon's DSP port.

If you really must use your computer for playing CDs then this is the way to do it, so avoiding the noise and some more that effects even premium-priced writing drives.

Jani seems on recording as well producing vinyl. Initial copies of NACAM releases (breakdowns from a Panasonic NV-HD40 with deck) and other quality sources.

This is real hi-fi sound and I love it, so much that I'm going to finish tape and force 50-second more. ☺



# STREET SEEING

## Mark's Web Pages

82%

[http://www.csi.co.uk/~mark\\_wherry](http://www.csi.co.uk/~mark_wherry)



Mark Wherry is the creator of programs of the name and GEMTools: the GEM based program which lets you translate C++ into native Atari and finally into readable English text. This is an invaluable tool for those of us who like to try out the non-commercial software available. Many which are in German.

Although noted for GEMTools, Mark has some other useful applications up his sleeve. Simple Script helps you create scripts for use with GEMScript, which lets

you separate procedures such as logging on to a web site, downloading the home page, printing the page and then logging off. Ideal if it is a general, small program. Finally there's HTML Export [it has more in the PC/Shareware page] which not only converts HTML files into ASCII but does it with style optionally in a CAM module with displays the result of your choice. The site itself is clean and fast loading. There are connections

David Blackmore

and local experiences of the software along with links to other sites. It has a UDDO look and feel which is surprising because Mark makes it possible using UDDO on the front page! I feel a blither plug coming along - go register UDDO. He also talks us to real Atari Computing (another blither plug). Mark also allows us a little peek at his personal life by telling us about his music interests. All in all a definite thumbs up.

## MagiC Online

95%

<http://benry.stan.org>

These pages maintained by Benry Collins are aimed at MagiC users. The main page is stylish, easy to use and packed with information which is as impressive as the content. At first glance the page looks like a standard but closer inspection reveals everything is contained within a single table which means these pages display fine in CAG v1.1 and other browsers which don't support frames. The graphic graphics undoubtedly add impact but if your phone is a low bandwidth modem under the strain you can turn them off and you'll find the site can be navigated perfectly to suit any modem which shows attention to detail. Closer screen there is a guest book followed by a group column. If just some of the customers want out of the fray I'll be happy! The other columns include links to other nearby local pages including:

- Over 75 Plugins related downloads
  - Snapshots of MagiC related programs
  - Frequently Asked Questions (FAQ)
  - Tips and Tricks
  - Links to other pages of interest to MagiCers
  - Vote for your favourite OS
  - Online Reviews - links directly to North
  - Sites a online pages at <http://www.stan.dundee.ac.uk/~magiC/>
  - Reviews/English link
- Jon Cooper



## SITE NEWS

### Available in English

In AC#12 we reported there would eventually be an English release of this exciting video editing package. We're pleased to report progress has already been made towards an English release. Check out the latest beta version at: <http://www.mapple.com/TV/4thbay/>

### Tablet v2.0



This release is a spin off from Home Page Paintage 3 rather than an updated version of Tablet v1.3 which should make it more suitable for users of both programs. Tablet converts ASCII tables to HTML, format and offers features to add a caption and use the table windows. Each individual table cell can be edited to set the background colour, text character/size/align and can even assign the table cell to a tab. Tablet is just one of many utilities and applications programmed by Matthias Jupp not available for download on these pages. Email matthias.jupp@net.atn.at more pages about this.

### AtariSoft

Available publishers of the commercial AtariTracker GEM Plus music editor have recently released it as shareware along with DiskTracker, the disk image tool. The shareware versions can be downloaded from the site and registered on-line by following the links from the site or via links included in the software. Postal registration details are also on the site and in the software. ShareTracker costs £10 with DiskTracker priced at £5. Both products work on all models of Atari ST/LE/TT/Falcon and most PC emulators. Graham Harrison, AtariSoft (Email: [graham@atarisoft.nl.org](mailto:graham@atarisoft.nl.org)) <http://www.atarisoft.nl.org>

### The Ultimate TOS Index

If you're looking for a specific item of Atari software this is one of the best sites to visit. The pages include details of over 1000 items divided into categories - well make a closer look in a future issue. <http://rpspl.org/faq/display.shtml/> PRC, BBO HTML



Annual half-year subscribers take the Reader Disk. The combination of useful files, listings, PD/Shareware and exclusive software is unbeatable and not available anywhere else. Included back issue copies of the Reader Disk are still available. Please refer to page 9 for ordering details.



**OtherCed Block Application**  
**ENCHANT**, Demo version  
© 1993 Matthew Ransom and Paul Jones

The demo includes executable versions of the sample programs supplied with the complete ENCHANT package along with fully commented source code. ENCHANT includes a true GEMT Toolkit providing support for non-modal dialogs, split-dialogs and sheets, modular main forms and Checkboxes, popup menus and so on. All you need to do is request the feature from within your main. Much BASIC source code and all the compiled stuff is done for you! ENCHANT brings GEM developers bang up to date and includes WYCI query access to the BubbleGEM and IT GEM protocols, and much more.

**HTML-Export v1.0**  
**Rain Computing Presses Release**  
**Renware Mark III/entry**  
HTML-Export can convert HTML documents to ASCII format and display the resulting file in the viewer/editor of your choice. Flies tags and special

characters are handled intelligently which means cross-formatting is usually preserved even in tables. Although there are several other HTML to ASCII converters around HTML-Export is currently the only converter which can run as a GEM module or a stand-alone application.

**Jan v1.42b**  
**PostCardware, Pierre Terribil**  
Jan is a HTML text editor with extensive macro capabilities designed to tie most page creation especially when used together with the C&S web browser and GUGA, protocol which offers semi-WYSIWYG editing. Jan also supports external plug-ins which can be used to create tables, rules, sorted lists, notes, etc. Includes documentation in ASCII and HTML format. Read the full review and view the screenshots on page 50 & 51 of this issue.

**Finder v1.12b**  
**Shareware, Holger Weiss**  
Finder is a find utility which includes powerful features including: File and string search utility, wildcard searching, long filename support, fast indexed search. All protocol support and much more. English ST Guide, hyperlinked help included.

**'A-Z v2**  
**Freeware, Matthias Jaep**  
A-Z is a GEM utility program to sort a text file from A to Z (or vice versa). Supports: CEMing, BubbleGEM, GUGA, (ClientServer) ST Guide and WA, XEMIT, Bilingual release (German/English).  
**RefView v1.42b** Shareware: Holger Weiss  
RefView is a viewer which is much faster than a dedicated RSC file editor. Registered users can also use RefView to edit RSC files. English ST Guide, hyperlinked help included.

**Easy BAT for M-Player**  
**and MP-8Tr v1.0b**  
**Freeware, Gillesse Tello**  
Easy BAT makes it easy to determine touch files which can be used by M-Player to create animations. Accompanies the Virtual Reality feature.

**HISem BASIC Internal**  
**EXCLUSIVE**  
**© Paul Jones/Rain Computing**  
**1998**  
Source code to accompany the HISem BASIC, compiled in ACP12.



## CD-ROM Subscribers!

Although there has not been an official confirmation concerning the future of the *ENCHANT* magazine we have now decided to close our ENCHANT CD-ROM subscription offer. Future issues of ENCHANT do appear we can make them available in separate Reader Offers. This means existing CD-ROM subscribers have a choice to make from the options below. Please indicate your preference then complete, sign, and return the form and we'll do the rest.

- ☐ Please send me a copy of the *ENCHANT* CD-ROM and refund my advance fee for the difference. I agree to pay any outstanding balance on receipt of issue.
- ☐ Please send me the ASCII Reader Disk now and send the Reader Disk instead of CDs from now on.
- ☐ Please send me a refund. I do not wish to receive either Reader Disk or the *ENCHANT* CD.

Please send completed form to:

**ENCHANT CD Offer**  
**Atari Computing**  
**70 Backlick Drive**  
**TROON**  
**Argyllshire**  
**KA16 8RS**  
**SCOTLAND**

SIGNATURE

NAME

ADDRESS

POSTCODE

# Shareware and PD

## NEWS



**HTML2TEXT** is a freeware utility programmed by Thomas Salter, which can convert any HTML file into a standard ASCII text file. It even formats the text file to match the HTML file! Thomas has recently released the source code and is asking for help to further develop the program. Contact Thomas if you can help Email: thomas.salter@btopenworld.com <http://www.btopenworld.com/~psalters/software/html2text>

### Backward II

**Backward II** is an Atari ST emulator for the Atari Falcon programmed by Cyril Goupy. It is useful for running Atari ST software which won't work on the Falcon, in particular Backward permits many ST only games to run on the Falcon. Cyril has recently released a public key for Backward.

Unarchive: USER Key: 4245F7A1  
If you're interested in a copy of the source code (MSDOS for the emulator engine, Pure C for the library manager) please get in touch with Cyril at ST domain: drcapex@GEMM.Chassidy.France Email: drcapex@GEMM.Chassidy.France  
We can't issue a web page for Cyril or Backward but it is available for download via ftp at a mirror and mirror site including [ftp://ftp.doc.ic.ac.uk/packages/stan/](http://ftp.doc.ic.ac.uk/packages/stan/) which is <http://www.uklinux.net/links/links0201.stp>

### A Day at the Races (ADAR)



This previously commercial software, programmed by Harold Lyle, has been released as shareware along with an ongoing program **A Day at the Races Companion (ADARC)**

**ADAR** is a horse racing simulation program which runs on Atari ST/ta machines and (reportedly) on a Falcon using Backward or Hugs.  
Email: [info@holake.co.uk](mailto:info@holake.co.uk)  
<http://holake.co.uk/~alan/>  
<http://holake.co.uk/~alan/pubs/Alan>

### Currency Converter v1.04



This release, also programmed by Mark Beards, features the ability to work as a desktop accessory improved Drag&Drop support, option to automatically add a list of currencies and more. **InterActive** offers a Register site and you're registered for all software for Mark's software which costs £4 including a master disk containing the latest versions of **Currency Converter** for the GEM Library, **Text Analysis**, **Wordplay**, **Measurements**, **Flags and Colors**, **InterActive ID**, **File Read**, **Calculator**, **Screen Color**, **Clipboard**.  
Email: [achm@interactive.co.uk](mailto:achm@interactive.co.uk)  
<http://www.co.co.uk/~interactive/>  
<http://uk.uklinux.net/gtk/pubs/alan/interactive/>  
Mark Beards: PO Box 132, Rimes Auckland 1250 New Zealand Email: [mark@pl.net](mailto:mark@pl.net)  
<http://www.pl.net/~mark/>

### Logon v1.1 beta

**Logon** is a freeware utility programmed by George Garner, which enables several users to set up their own password protected environment similar to Windows.

Each user can have different **KEYBOARD INF**, **CONTROL INF**, **Auto file**, **CPU file** and desktop accessory files. **Logon** is distributed for anyone who has to change desktop accessories. Auto programs will go on just to run the particular program. With **Logon** installed you can create a desktop

environment for that program and log on as that user.

Email: [gar@uklinux.net](mailto:gar@uklinux.net)  
<http://www.uklinux.net/~quantum/logon.stp>

### IdentLat v3.0a

The latest version of this popular printer manager has recently been released and is available from the InterActive web pages or direct from Christopher Bartholomew's web page. **IdentLat** takes advantage of your existing GEM installation and, used together with one of IdentLat's (GA) printer configuration files, can generate printed output at any available font and point size from any ASCII Post-Script File or RTT for Post file in a great number of options. This release includes the following new features:

- N/MS Print Dialog (optional)
- Multiple GEM Help
- Document history protocol
- 14 new GEM font commands which means IdentLat can now be controlled almost completely using GEMScript via longer
- Redefined 'Launch editor' program dialog
- Switchable Text attributes
- The GEMScript output device can be selected
- A few minor changes to ensure IdentLat will work after the year 2000 (..)
- Place adaptations for Hugs 4 through Bartholomew's Hugs 4 (Revised v. 1400) [www.alan.computer.de/identlat/](http://www.alan.computer.de/identlat/)

### Pacman for GEM v0.2.5

## PACMAN

Thanks to Mark Beards we can add **Pacman** to the growing list of games which run under GEM on most systems. This release is for Commodore and will very much a work in progress.

Mark is looking for feedback and encouragement so you know what to do. This version supports ASCII file format files which means the entire text and font of the game can be changed. Three different file sets are included.



## Finder v1.12a

Utility Shareware, all Atari.  
Email: [Helger\\_Feuer@atari.com](mailto:Helger_Feuer@atari.com) or  
<http://www.atari.com/~mfr/~mac/finder/>  
Any file connected to the FAMILIES  
distribution network.

As your hard drive fills with applications  
and data files a search utility becomes  
more of a necessity and less of a luxury.  
Especially if you're not using Finder,  
which has recently been translated into  
English! Fear Virus of the TransAction  
over Thomas' long BitWare (LPM) and  
ASERVER support and single TOG look  
are central for so long to the  
ROMANCE PRO system extension is  
available for your Auto loader to enable the  
pop-up menu system. ROMANCE PRO is  
however, handled with MVEI and other  
apps, and available online address:  
ROMANCE (source) Finder offers  
four features which require an  
ASERVER or later running Thing (jones  
or MagiCade) for long as Alexander  
later L-ASERVER extension is installed)  
you the more handy. Always any  
operation you can perform on a file from  
an open desktop directory window can

also be performed using  
Finder's "on file" of found  
items. Searches can be for  
file using a range of  
wildcard options, for text  
contained within a file  
and completely for files  
names contained within  
one of the popular  
archives such as ZIP and  
LZH. Look in a single  
folder or all your  
permissions. Finder lists all  
found items in a scrollable window with  
full keyboard navigation. Double-click on  
any program to run it, or to open a disc  
file using its installed application. Drag a  
bundle of disk files to the trash can or  
open a directory window under that item  
all as always work for Finder.

My favorite feature is the catalog-  
one every CD-ROM owner will appreciate.  
Creating the contents of your CDs  
and you'll have a ready reference which  
Finder can use to quickly locate any file or  
application and launch it after double-  
clicking on it. You'll be prompted to install  
the relevant CD.



▲ The Penfold search option also works under single TOG.

But don't make my word for it. It's my  
before you buy to grab a copy and try it  
for yourself! There's ST-Code and  
BuddiCOW help. ROMANCE and Simple  
Script support I can almost guarantee  
you'll be looking for your changes back  
to send later. Finder has the extremely  
reasonable shareware fee of \$5. It's what  
every desktop has been waiting for. "mfr"

First: You've read them!  
Come. The "dream window" message the  
Screen Editor has been waiting for the rest of  
ShareWare.com.

Georgiy Cherkov

## RSCView v1.02a

Utility Shareware, all Atari.  
ROMANCE needs it under TOG  
Author: Helger Feuer  
Email: [Helger\\_Feuer@atari.com](mailto:Helger_Feuer@atari.com) or  
<http://www.atari.com/~mfr/~mac/rscview/>  
Any file connected to the FAMILIES  
distribution network. CD  
also at MVEI

Resource files in RSC format are the files  
used by GEM applications for  
communication between the program and  
the user. RSC files are created using a  
RSC file editor. It contains all the drop  
list menus, dialog and alert boxes  
which appear on the user interface of most  
GEM applications.  
RSCView joins RSCView, the GEM and  
looks in a file to its ability to view RSC files  
without creating the associated  
app. (Note: The registered version can  
convert RSC files which offers an  
alternative to the Resource RSC file editors  
such as ResEdit or ResourceMaker for  
some tasks.)

There's a lot of fun to be had editing  
resource files and most modern RSC  
files are changing most things. But it's a  
work with the ST-Code Hyperlink  
file - some changes cannot be converted  
without resources to a full-blown RSC file  
either. (RSCView works on a backup copy  
you have been warned!)



Users of MagiC  
or other  
supporting  
Operating  
Systems can also  
alter the look of  
some buttons as  
well as adding  
keyboard  
shortcuts using  
the flags editor  
section.

My example is  
add keyboard shortcuts to Personal  
Finance Manager. The keyboard programming  
last early after I'd used the shortcut once  
the underline (display the shortcut  
version) and I was back using the mouse.  
No doubt this was due to a combination  
of the age of the ROM and my level of  
experience - certainly not a reflection on  
RSCView itself.

Grab yourself a copy and try it for  
yourself! (Note: It's more than just a RSC  
programmer for a lot of things that a



▲ Adding a keyboard shortcut with the flags editor.

fully designed editor and the extremely  
reasonable shareware registration fee of  
\$5 via Internet or e-mail. (Note: I've been  
lucky!)

First: Quick and easy RSC file  
conversion. (Note: ROMANCE and Simple  
Script support I can almost guarantee  
you'll be looking for your changes back  
to send later. Finder has the extremely  
reasonable shareware fee of \$5. It's what  
every desktop has been waiting for. "mfr"

Georgiy Cherkov

# Joe v1.42e: HTML Editor



Jerry Martin and Joe Connor get to grips with this first fully featured HTML editor for the Atari platform...



Joe, programmed by French author Pierre Tardieu (aka Raphaël Lenoir/Quinn Hicks) is essentially a text editor with some nice features which are designed to help create web pages interactively using the CERN web browser using the GOLA protocol for semi-WYSIWYG editing.

Joe features a modern GEM interface supporting optional colour icons, CUA, and drag and drop. It also supports the M protocol, capable of sending commands to CERN, primarily to allow filing the Joe and CERN windows using a simple menu option. HTML tags can be inserted by simply selecting them from the context or computer menu drag-down menus – or entered directly like any other text when you prefer. All HTML code can be displayed in a different colour to the rest of the text, making it easy to follow your

JOE v1.42e  
Product of Joe  
Contribution by Raphaël Lenoir  
and Joe  
©1995 Raphaël  
Lenoir, Joe  
Contribution by Joe  
Connor

line for creating scripts with pages but less intuitive tasks, such as creating tables, are not for the least booted. Joe offers a selection of modules, accessed by right-clicking and selecting from a pop-up menu, to handle these tasks and they can either be used sequentially within Joe or as stand alone programs. Documentation is provided describing the various protocol used to program Joe modules.

Two stand-alone modules are loaded with the Joe distribution.

- <HEAD> tag builder which takes care of all that is META information
- <IMG> tag builder which can also send the image to an external viewer/editor for processing or file saving

All aspects of the HTML command can be controlled in a simple point-and-click environment and the resulting code passed over the main text via a simple Drag&Drop action or via the clipboard.

Using the module passes the relevant code into the currently open HTML document, either Joe ready for filing in. A further set of modules called Joe's

Good Tricks has been released as shareware. This includes supported <HEAD> and <IMG> tag creation along with some new modules, please refer to the guide and supports on the supports page for more details.

Joe is a very powerful application and should prove valuable to many people. Block manipulation not perfect as yet, blocks being limited to line by line selection and the clipboard commands are not standard. However, these are minor niggles and any tool to help with HTML creation is more than welcome! ☺

## JOE v1.42

### Status

Joe itself is Freewareware, the modules in Joe's Good Tricks distribution are shareware and registration costs between FF50 and FF100 (US to UK) at your discretion.

Future English Joe releases will be supported by InterActive who will maintain a shareware English Joe R&C file with a £3 minimum registration fee.

### System

All Atari 1MHz minimum or 2MHz memory if used with CUA, hard disk recommended.

### Contact

Pierre Tardieu 18 Avenue Lavoisier  
F 67003 Lancy, France  
E-mail: mtd@lapd.ayg  
URL: <http://www.mtd.fr/joe/>  
URL: <http://www.multimedia.com/atl/atl/joe/>  
URL: <http://www.multimedia.com/atl/atl/joe/>

### Price

Deluxe plug-in modules require colour/mouse R&C fee.

### Comments

Non standard line only block handling, no click and drag block marking, GFA code handling (Mac/PC), PageUp/ PageDown key support in future releases will be nice.

# Just a modular Joe!

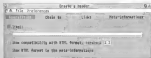
Although Joe itself is Freeware the Joe modules, which also run as stand-alone applications, are shareware.



▲ **JOE, 1000 (1 + 1000) - tag generator** Image tag for a Flash. Also works as a tag generator for a Flash. Also works as a tag generator for a Flash. Also works as a tag generator for a Flash. Also works as a tag generator for a Flash.



▲ **JOE, 1000 (1 + 1000) - tag generator** Image tag for a Flash. Also works as a tag generator for a Flash. Also works as a tag generator for a Flash. Also works as a tag generator for a Flash.



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▲ **JOE, 1000 (1 + 1000) - tag generator** Image tag for a Flash. Also works as a tag generator for a Flash. Also works as a tag generator for a Flash. Also works as a tag generator for a Flash.



# Ghostscript v5.10

With manufacturers abandoning paper manuals in favour of the Adobe Acrobat PDF (Portable Document Format) where does that leave Atarians? Derryck Croker checks out this rejuvenated Ghostscript release which supports PDF printing and viewing...

Ghostscript has been one of the few options available to Atarians to print and display Postscript and Encapsulated Postscript files, but it has always been tricky to install and configure which has limited its appeal.

This release put together by Christian Fleish, the original developer has taken Tim Schmit's original Atari port of the publicly available GNU Postscript viewer sources and the latest widgets and added the very latest sources, which includes a slew of new printer drivers, resulting in a much more user friendly package.

## Installation

Ghostscript uses modules to handle various aspects of its operation and currently there have the PS file exporter which is normally reserved for Postscript files to 14 recommended viewing the device. However files are a folder of their own, the making one the path in the GHOSTCPS file reflect the actual location of the modules and have folders with their own using an ASCII text editor. Further options to see the first and size of the Console window can be set within the program and saved back to this file.

Users of previous releases may refer the ability to set the default output device, which now has to be set each time the program is run. But I'm sure most people would like the help file, which are no longer needed because the program is so simple.

New internal PostScript files have different sources when they are similar but different locations (different type, binary, non-commercial, commercial, etc.). To handle these differences the FONTMAP file can be configured to allow fonts to be used that the supplied FONTMAP file will get you up to printing. But most users will need to reconfigure to their own requirements.

Ghostscript is supplied as a GTP (GTP Source) application and I have had my copy installed as a viewer for PS and PDF files in C:\. Being a GTP program can cause problems with some desktops. For example, PlayOS (which) could require the compatibility with an ATX processor which then loads the library which options can be set command line.



▲ Whilst it's possible to program Ghostscript by typing commands at a GTP prompt, it's much easier to use the GTP toolset.

## Camera, lights, action!

Ghostscript is divided into Viewer or Output sessions, when Open... from the File menu brings the Viewer session into play. Files are displayed in a GTP window while a separate Console window displays which font is being loaded and reports any errors encountered.

Ghostscript displayed all the PS and EPS files I tried without problems but I did experience some PDF files which reported badly inaccurate page counts in the Console window - one such file, which I knew contained 111 pages, reported just ten pages and refused to display any more! Happily there's a work-around using the more up-to-date Output module.

The Output dialog box pop-up to select the source file, printer driver or output file format and the resolution. Amongst the supported output file formats is 'Postscript' and selecting this option with my problem PDF file as the source resulted in a Postscript file containing all the pages. I recommend saving the file from there, then and leaving the computer in its own device while the document is processed.

The resulting document can be viewed as the Viewer session with no apparent memory problems even if the file is huge. I would caution against using the graphics file format drivers because the destination file is overwritten on loading the next page.

► Applying this tool to other printing from a Postscript file is the result.



However PDF files can be output directly using one of the many built-in printer drivers.

## Conclusion

Despite problems with the PDF viewer module which will persist until a more up-to-date source file is released and recompiled into Ghostscript, its range of input and output file formats outweighs anything previously available on the Atari platform including former commercial options like Compuserver. Bearing in mind Ghostscript is free and features a Drag&Drop front end, non-blocking windows and programs and you're onto a winner. D

## GHOSTSCRIPT v5.10

### Status: Released

**System:** All Atari 286 memory minimum and 32 high (640x400) resolution or higher. Hard drive is recommended.

**Availability:** English documentation and PSC files for both the ST and TT versions of Ghostscript available from <http://www.cs.cmu.edu/~dreyer/ghostscript/>. The full package can be downloaded from the author's web site at <http://www.bell.com/~mcf/ghost/>. Ghostscript is also available from any BBS connected to the RAN files network.

**Contact:** Christian Fleish (fleish@bell.com) or Derryck Croker (derryck@atari.com)

**Price:** Platform dependent. Free!

**Comments:** Whileman may be useful for viewing some PDF files. Initial options have to be reset each time the program is run.

79%



Fed up with plain graphics? Get that solid look! David Encill explains more.

# Extrusion

**W**e finished the last article dealing with the creation of Vector Net Transforms. This feature can be taken further by introducing 3D Extrusion to the vector object.

## 3D Extrusion Tool

The 3D Extrusion tool is an extremely versatile option for DAs, a layout artist which opens up all sorts of design possibilities. Apart from creating depth to a standard vector object, color parameters are included which permit the 3D object to be expanded further.

Perhaps the best way to demonstrate the 3D Extrude tool is to start with a simple vector object, such as a square or circle. After drawing this select the 3D Extrude module. You will now be presented with X, Y & Z vertical sliders which control the angle and location of the vector object. Moving the sliders progressively changes the effect they have on the object. By clicking the 3D representation in the



dialog as well as onscreen. The light source is positioned by default, in the top-left corner of the 3D representation but can be dragged to any position using the mouse. The light level is then adjusted automatically on the visible sides of the sample 3D box.

Below the sliders are two fields: (T) controls the depth of extrusion and (D) the perspective. Used together these two fields can create some extremely useful effects by providing a feeling of true depth to the object.

## Simple 3D Transforms

For the first example we will produce an extruded cylinder from a single circle vector. Using the defaults offered when opening the 3D Extrude module simply move the X & Y sliders to say a value of 240 and click the 'Calculate' icon (top-center). Voila! Simple stuff but hardly earth-shattering, so let's try changing a few parameters.

While still in the 3D Extrude function enter a value of 20 into the (T) field and a value of 10 into (D) — after pressing the Calculate icon the effect will be more pronounced than before, giving a highly explained perspective feel to the object. Decreasing the value of D emphasizes the perspective further, but values below 5 can be too extreme causing DAs Layout



Example 1: Simple columns

to even calculate the effect and produce a very strange rendition of the vector. Experiment with the extruded colour (top-right icon) and the light source, to produce the desired shaded effect — particularly useful if the original vector object was shaded as well.

## Serious Stuff

Now let's get down to the nitty-gritty and experiment with a graphic text object. In the example following the word 'Extrude' was created using a circular text style. The parameters set up in the Extrude function to achieve the effect were: X 148 Y 128 Z 150 (D) 1, with the light source positioned bottom-center. The light level used was a gray tint of 120.

To produce any colour would do although as Atari Computing magazine is printed in monochrome there is little point in saving using the best by using colour. However when producing the document for colour output this opens up all sorts of possibilities when the shade can be set to any CMYK value.

Left: The 3D-Extrude Toolbox.



The final example emphasizes the use of perspective using plain graphics text but sets it 3.345 Y 526-210 T 50 D 7. The light source is positioned as shown in the screen snapshot.

Example 2

# Depth!

Example 3

## Unlimited Variety

The special vector objects that can be used in 3D extrusions applied to them are unlimited — this can include graphic symbols applied to circular and angular sets with outlines and shading as well, or even those with a 3D effect themselves applied. You can still drag, rotate or zoom the completed objects as well as completely control over the object is still available. In addition some interesting objects can be created from Digital fonts where an ornamental typeface with characters include a variety of bullets and even it is designed. This can lead to the creation of interesting shapes that could be useful logos.

There is a downside. The more complex the object that the layout (DA's Layout) will use to calculate the resultant 3D object. Bullets may more pronounced when a lot of graphics text is being transformed, particularly a small font where the calculation of the text curves can take longer. However that will apply to any other application which uses the same graphic to produce 3D extrusions.

The good news for editors, Writers and Researchers seems to be this becomes far less of a problem and the screen redraws are extremely rapid in all cases.

## The Colour Mixer

Associated with all aspects of DTP design, the Colour Mixer dialog within DA's Layout provides incredible control for the main elements.

Within the dialog exists the capability to select any of eight different spot colours, or CMYK and CMYK colour mixing. Below the CMYK, there is a more conventional method for picking colour is available. This allows individual colours to be dragged to the scratch to update the CMYK values accordingly.



Hover The Colour Mixer dialog box standard throughout DA's Layout offering true matching CMYK values.

For most purposes this is fine except when the a Pantone colour is required. DA's Layout covers this with a further dialog to present the user with a Pantone style system.

Lastly colours can be picked directly from the document using the [Select Colour] option.

Left: Application of Depth to transformed from the 3D to the extraordinary.

## PRINT TERMS (G to K)

**Carbide Annulars:** page size is 1 inch wide fold into the gutter in overlapping layers.

**Carbide:** In DA's Layout, a method of colour connecting images or globally controlling the exposure of files.

**Gradient:** A smooth blend of one colour into another — as seen with the standard article.

**Grayscale image:** A graphic that displays shades of gray by containing more than one bit of information per pixel.

**Gutter:** Blank area between text columns.

**Headline:** Line measuring 1 point in width.

**Half-tone screen:** A photograph of a graphic that through a screen or conventional pen-point technique. The resulting image is composed of many small dots or other elements.

**Hanging indent:** Created when the first line of a paragraph extends to the left of all other lines in a paragraph.

**Hyphenation:** Dividing a word into syllables at the end of a line of text.

**Invisible characters:** Special non-printing characters or symbols that you can view in the text editor. Examples used in DA's Layout include hard returns, tabs, etc.

**Justification:** Text with even left and right margins. See also Text Formatting.

**Leading:** The adjustment of space between characters. DA's Layout can use both Flat Leading as well as Step Leading. See also Tracking.

**Knockout:** An area that appears to be a blank shape is another. An element of a different color eventually fills the knockout space.

## DA'S LAYOUT V8.1

### 3D Extrude Module:

Available for upgrading DA's Layout Pro at a cost of \$49.00 (including VAT).

If you have any queries feel free to contact me — David Eddle.

email: dave@eddle.co.uk  
A complete demo (including the Plug-in module) is freely downloadable from our web site — <http://dave-eddle.co.uk>







the same time. It seems really, as initial version of Mega Tracker gives me my first taste of (mostly) working screenshotter multichannel modfiles and Mega Player was a promising GEM-friendly interpretation of the theme, and potentially the most capable Atari desktop modfile player there was.

As it happened, the full registered version of the Mega Player was released as far away earlier this year, about without anyone work on it since the last update in 1976. Still, it's gradually become what most people there are, and this is now the place where we come to to review it.

Mega Player can be run as a program with a multi-track environment, or as a desktop accessory from a single-loading TOS desktop. Mega Player has the now-universal Atari CD-player style interface, adapted for the GEM desktop, which can take on a more 3D look to more advanced desktops. Modfiles are loaded through the file selector and start playing immediately.



You don't have to look too far for the other options, as well as the standard Pause/Play/Next/Forward type controls on the front panel. A little joystick clicking around produces a means to control the volume and sound quality as you can select any of the normal replay rates of the Atari Audio, from the default or maximum 32 MHz, right down to the lower replay rates possible on the Falcon sound chip. This is potentially useful for giving some CPU time back to the Falcon if you're running Mega Player as background with another desktop or GEM application.

There is a Playfile option, where you can pre-select several modfiles to be played, and in a particular order to be played too. Mega Player scores as a elegant solution, so you don't have to keep looking off from the task in hand to re-select another time. There are some serious touches too, with both spectrum

analyzers and an oscilloscope, which can be put on screen in their own-gem windows. Their level of window dressing is standard to practically all desktop modfile players produced after the original Mega CD GEM player.

In terms of what it can handle, Mega Player really all over the opposition, certainly in the world of desktop players and even giving most full track-to-track programs a formidable challenge.

Mega Player handles standard four channel Protracker style modfiles easily enough, it also can deal with various 8-channel formats such as early Amiga Tracker and GEMTracker tunes. After that, it replays format Tracker multi-channel tunes, more or less correctly, certainly good enough for 95% of the time, and even has a workaround with its more recent formats such as the 12-channel XM format, at which only one other tracker is able to replay on the Falcon to any extent (for converting a 4-disc drive to that certain

XM tunes seem to be format Protracker modfiles converted to XM format), according to the Mega Player information dialogues. There are other multi-channel formats it will play including one unique to Mega Player, the MGT format, which is apparently the most efficient CPU wise for this player. One caveat which probably hasn't been implemented on any other Atari-based tracker or modfile player is the ability to play Protracker four channel modfiles with packing constraints, a very rarely encountered effect in the normal course of things. I just happen to have one such modfile that does that.

The hard work is done via a combination of CPU and DSP and a Nemesis or Centurio type accelerator is useful in speeding that little extra "pauze" for the bigger modfiles. Replay on some of the more modern formats is pretty good, only really let down by GEMTracker. However, Mega Player is easily accessible from a GEM environment.

In general use, Mega Tracker seems to be pretty reliable. Personally I seem to be careful with it around, as my Falcon has suffered the odd inexplicable stoppage in mid-play. This is more than likely due to an aging computer with an early series DSP which sometimes decides to please itself whether it wants to work properly or not. Accelerating via Nemesis at higher clock speeds is more likely to put some strain on the hardware as well. The other option mark is with MegaC, a lovely OS, but not nearly as well word for universal software compatibility. I've got a feeling that Mega Tracker ought to work under MegaC, but whether it does under MegaC seems to depend on the selected version configuration and I'm just one of the unlucky ones!

In conclusion, Mega Tracker is a big hit on this desktop, and as it has been re-released in format, so absolute longer!

For's

- GEM Compatible and desktop friendly
- Very wide range of available file formats supported
- Even not commonly supported multi-channel formats on other trackers
- Playlist options on Atari
- Universal and extensive CD Player style interface
- Good (and adjustable) replay quality
- It's new forever!

#### For's

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#### For's

- Ticks to find out weaknesses in older, less stable hardware
- Not sure if MegaC compatibility can expose the weakness or not
- Not being supported by author, so future versions on the cards

## Richard's Free Beer Token



Collect 1000 and get a free pint!

Download Maggie  
and check out the  
new Maggie pages at...  
<http://rg.atari.org>



# Q&A

"We always have more answers than questions"

## More colours in high res?

**Q** In ACP11 Stephen Brown asked if there were any other to run emulators available.

There is a shareware program called Double3 programmed by Lutz Erik Gornert in Germany which allows a double hi-res emulated screen on STlite but it doesn't work under MacC. However, despite the title, it does run in any resolution from ST-low to ST-high giving max resolutions of 625x400 (400x600 and 640x800 - check it out).

Mark Burton, Derbyshire

Regarding Stephen Brown's thoughts, let's step about a program to allow low to screen colours on various at units at high res... The limitation on the number of colours and resolution in the ST video modes has nothing to do with software as it cannot be improved using software. Additional hardware is the solution and unfortunately I'm currently working on a board that would replace the ST's graphics with much better SVGA, true colour graphics capabilities!

Maurie Barrett, New Zealand

## Colours in Colours

**I**n the Colours 98 review in ACP11 I (Ed McChase) mentioned it is no longer possible to clear a line using the [Esc] key. The problem usually lies with the keyboard macro's delete the macro which was the [Esc] key and it will work again.

Dave Barker, via Email

## Pretty in Pink?

**Q** Has anyone painted a Picasso or ST or any plastic computer case? I love the computer but I really can NOT stand the colour of the case much longer. Any suggestions? I was thinking of painting it purple but it would go rather nicely with my MacC. Anyway, what kind of paint would I use with a portable in my 10Mhz/16M? can

**A** I've seen quite a few painted Amigas especially among the demo crew and they look quite cool in my opinion. I've already painted

playbox - so here is how to get a pretty good result using car spray paint:

- Sand the case all over with sandpaper - to get the surface smoothing the paint can lay over. With the case to remove the plastic dust will have to dry thoroughly.
- Spray each primer then sand again using 600 grade wet and dry paper - use for a smooth wet finish but you don't want to rub through the primer - if you do spray more primer and repeat this step.
- Finally select your chosen colour from the Aerosols available and spray over the primer and sand back to adhere your new coat!

Always follow the directions on the spray-can and work in a warm but well-ventilated area and make sure you shake the spray can thoroughly before using them. Handle your new machine carefully the surface colour will be prone to chipping.

Nicholas Baker, bakers@bigglobe.org

The Atari ST Quick Fix  
file: /fixstfix.stm

## MacC PRINT TIP

Feel up pressing the Form Feed button on your printer to output the last page when using PRINTTTP from the MacC. (distributed as the installed application for printing) Follow these easy steps:



- Create a text file containing the formatted character. Using a text editor type the form-feed character - depending on your text editor this can be entered from a pop-up or using Invisior by holding down the [AltScreen] key and typing 12 to enter the FF character. Save the single character as a file PPTXT in your GEMSTAR\GEMSTAR folder.
- From your desktop, install PRINTTTP as an application.
- Set the first directory to Application or Program.
- Enable parameter passing in order for Thing to make sure the PPTXT always exists in its process.
- Enter the following parameters in the line underneath (ensuring your

MacC GEMSTAR folder is on C:) 511 - 500000 GEMSTAR\121 Alternatively using Thing you can drag/drop the PPTXT file onto the parameters box. That's it! Info! Pat Hurdin, Chiles, USA

## Making your mark

**Q** The NEWA window allows a signature file to be added to my email automatically which saves lots of typing because I send a lot of postings! However, I post notices of different newsgroups and/or different individuals and my generic sig file is not always relevant or even suitable.

NEWA author John Rajpurotic explained. Currently sigs are added when the window is initially sent to the screen. This means that if you want a sig on one list but not another you must correct and send that single one. This was done to reduce the amount of disk space required to store the sig on each and every newsgroup realisation. As for a different sig for each newsgroup, that's something nobody else has asked for and would require additional parameters to be attached to each newsgroup probably via number lists, dates, and another file etc.

I really need to be able to choose different sig files to reflect what I am posting to and wondered if there is a better mechanism?

Thomas the Link Engine file of Sater

**A** Thankfully there is a very simple solution which only requires some local setting up and an extra mouse click! Make a folder called SIGS create your newsgroup sig files in separate files store NEWA and uncheck the signatures

Open in the Preferences menu and view your NEWA preferences. To add the appropriate sig file to your email or newsgroup posting go through the usual steps and before saving your message usage or export (depending on your editor) the desired sig file will save and use your text editor as normal.

Mike Karvillan, Ronald G Hall  
The DarkForce! BBS

## Correct '67 problems?

**A** Thanks to Roger Cal on MacC there is a month's worth for the problem with the version complaining of errors. Delete the CONNECT.HUM file and create a zero length file of the same name from the desktop via Invisior or other utilities



This does mean the cost logging won't work too well with the bandwidth range of cell charges. I guess many people make use of this feature anyway.  
**Berrylie Crocker, via CIX**

#### Post-formats

**Q** Without having anyone too much on someone explain to me the difference between PostType and PostType format? I have NWC 4 and a few files set up. How do I export these into programs such as Timeworks and so on?  
**James Adams**  
*CIX intercomputing conference*

**A** Postscript form type 1 are vector fonts that use a format standard by Apple. They render curves using the post quadratic bezier curves and the font format is a bit like a Postscript printer font file/program with a big wrapped binary file in the middle which renders design and unspools it as also like a Postscript printer. Postscript Type 2 fonts are vector fonts that use a format standard by Apple. They render curves using three point cubic bezier curves and the file format is also like that of Apple Macintosh Resource files - binary table with pointers to binary

tables of binary data. In both cases a post writing algorithm is used to set aside lots of points on or off the screen. Gary, CIX intercomputing conference

To use vector fonts with Timeworks you need the «LOA» release - the one given away with Atari World magazine (WJ). Copy down raw fonts from the source disk into NWC's FONTDIRS folder, open the NWC Fonts and Custom CFX files on-line. Save them OK. Next double-click on FONTDIR.APP in your PUBLISH folder, open Fontview Printer and the FONTDIR messages and click on «COPY» and they're in a double Local Timeworks 1.04 and a CFX document and look under STYLE FONTWIDE and they should be listed together with the Franklin Gothic and Bookman collection loaded with NWC4.

**Pete Penfold,**  
*CIX intercomputing conference*

#### What type of modem do I need to connect to my Atari ST?

**Q** I have purchased a PC external 14k modem (US Robotics) from a friend of mine, but it doesn't respond to any AT commands. I read a variety of up-to-date software I am using CIX, I suspect this may be due to the fact that this modem is configured for a base-port address corresponding to COM2 on a PC. But I have no idea what this means in terms of an Atari ST.  
**Peter Swann**

**A** It is more likely to be a problem with the ST's serial port or the cable rather than the US Robotics modem. There is a quirk on my Comstar that a reset is not after a change in port speed and if we reversed the defaults - even if nothing else has changed - but that is all. The fact about COM ports is a definite not having. On my phone (but not my ST) I can't address the modem under 11 lines HIGHCOSTH installed so that is worth a try. Modems can be set to be dumb and not answer any responses - something like ATNO might make them show up again.  
**Benji Jackson,**  
*CIX intercomputing conference*

**A** It is also worth trying to reset the modem to its factory defaults - try ATZ or ATZ10 to reset the modem - check for AT commands in the manual - most disclaimer applied?  
**Jon Cusner**

#### Program problems!

**Q** I have a 512 ST upgraded to 1Mb and a 127Mb hard drive which I use for word processing, CDF and spreadsheets. My questions are about problems with the programs I use 1) I use Timeworks Publisher 2 for CDF and I bought some additional CDF fonts from the PATT club. I have installed them, put them in the GEMDOS folder added their names to my AHEAD file (to release) - however the font which program has TWO doesn't know they are there. I have tried changing the font file numbers from 1001 to 1004 and 1005 for screen and printer fonts respectively (HP G120) and a crash on difference. Help, please 2) Finally I recently bought a second hard mouse which is rather better than my old Atari one. I use MACOS 1.3 as an accelerator and with the new mouse the pointer occasionally and quite randomly goes drifting off all over the screen. Sometimes it refuses to go up and down but will go sideways, after a minute or two, or 4/5 goes [Esc] it is OK again! I much prefer the new mouse but I don't want to do without the accelerator. Any ideas?

**Ed Shaw**

**A** Help those readers required for questions I please. For your random problems there were some more (perhaps) known to random events, mouse pointer behavior - the mouse config were not right proof and in direct sunlight they were prone to go wild/out!  
 If your mouse behaves correctly in a darkened room it is a vampire not a mouse and you should get the mouse dealer out.  
**Barry via CIX intercomputing conference and Jon Cusner**

#### Shareware fonts

Shareware fonts are a default font if a user owns a font in their file in their folder which font is a default situation. However assuming you have the required font available you can enter its details in the FONTNAME file. The FONTNAME file does list the required syntax but it isn't very clear. In the extract I've added a Shareware font from (CompuShare font collection) as an example.

Century Schoolbook BoldIt3603a \_\_\_\_ pbf1  
 Century Schoolbook ItalicIt3603a \_\_\_\_ pbf1  
 Century School Italic ItalicIt3603a \_\_\_\_ pbf1  
 Century Schoolbook BoldIt3603a \_\_\_\_ pbf1  
 Italic

NextCenturySchool ItalicCentury Schoolbook Italic  
 NextCenturySchool ItalicCentury Schoolbook Italic  
 NextCenturySchool ItalicCentury Schoolbook Italic  
 NextCenturySchool ItalicCentury Schoolbook Italic  
 The format which corresponds to each font name has to be specified (the font name is available). After the Name file you can list any other font names the font may also be known as - or use this feature to substitute any desired font.

For example, the document requires a font called NextCenturySchool Roman. Gensharp will notice this font name is an alias for Century Schoolbook ROM and load the font file ROM \_\_\_\_ pbf from this.  
 To find out the font name for a specific font file inside font file a file which such as Epil or pbf and all will be revealed.  
**Berrylie Crocker**





Issues 28 & 29 of **ST REVIEW** with cover photo available. All first copies of 128 and 24 copies of 127 available or 127 (6) each including 128 page 1 contact card. Comparing at the same addresses for further details.

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# Fmax

## Falcon maximised

A new range of products being developed by Istari Software of Sweden, exclusively for Titan Designs.

Optimised to provide the Falcon030 with unbelievable power and versatility. A simple, inexpensive way to enhance a standard Falcon!

### eclipse

A fantastic way to expand the graphics capability of the Falcon to produce fast, high-resolution, true-colour displays! With the new Add/Finish VCR software Eclipse has already achieved 33 times acceleration on VCR Test (beating over a standard Falcon!)

#### STANDARD FITTING

Eclipse fits an adapter that accepts standard PCI cards and can be used within a standard Falcon case! This is achieved with a desktop design - the main frame being plugged in to the Falcon expansion connector - and the PCI graphic card is used as an external card. However, Eclipse may still require the card providing there is sufficient room inside to house the PCI card.

#### NEW DIMENSIONS

Rather than a cramped card to a 160x160 equivalent, Eclipse can offer up to a massive 320x640 graphics card printing with high colour rates. With the optional Eclipse Test, advanced changes of the graphic card. Eclipse offers the best performance of any graphic adapter and permits the full 16Mb memory to be used.

#### GRAPHICS

The graphics card supports is the use of the Add/Change, ensuring the huge 16Mb display. Further support could include: High DPI cards, Max colour rates in 16/True/256 in 200x400 or up to 160x1200 with 256 colour, 640x1600 required.

### tempest

#### Under development

An ultra-powerful hardware accelerator under development which will either use either the fast Motorola 68030 or 68040 compatible 68030 processor or a Motorola 68040/68030 Power PC.

#### FEATURES

- ✦ AGP (Advanced Graphics Processor) slot for fast graphics cards.
- ✦ 32MB RAM support for expansion to 256MB TT-RAM.
- ✦ Through port expansion allowing Eclipse to interface, leaving the PCI slot for other devices:
  - Ultra-Wide SCSI, Network, Sound, etc.
- ✦ Interchangeable to the Falcon 030 for 100% compatibility with any software running on the Falcon.
- ✦ Easy install<sup>1</sup> - no soldering!
- ✦ Fitting to a standard<sup>2</sup>, unmodified Falcon case!

#### NOTES

1. Tempest can be installed with no soldering, however some programs may have to use the BIOS or DSP. For improved compatibility across a wider range of software, a few wires will need soldering to the Falcon mother board.
2. The top metal shielding will need to be removed. Eclipse is also fitted receiving a delivery required.

#### AVAILABILITY

Hopefully, Tempest prototypes will be ready before the end of January 1999 with production commencing Q1 of 1999. Price expected to be around £199.

All prices inc. VAT, carriage extra.  
For more details contact:

#### Titan Designs Ltd

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